



BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

RESIDENT EVIL®

REVELATIONS



COVERS XBOX 360
SONY PLAYSTATION 3
COMPUTER ENTERTAINMENT SYSTEM
AND NINTENDO WII

CAPCOM

by KBG GUIDES
Written by Thom Denick



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INTRODUCTION

THE STORY SO FAR

The world of *Resident Evil* is filled with monstrous bio-organic weapons, tough-as-nails special operatives, and a populace under constant threat of bioterrorism.

The story of *Resident Evil Revelations* is a complicated tapestry interweaving betrayal, rival agencies, and shattered dreams of utopia.

After the Raccoon City incident first exposed the horrors of Bio-Organic Weapons, the BSAA agency was formed to act as a first response against any new bioterrorism threats. In *Revelations*, BSAA founders Jill Valentine and Chris Redfield are caught up in the machinations of a terrorist group known as Il Veltro.

The motives of the group are unclear, but the new virus they developed is a threat to the entire planet. Yet not everything is as it first appears. Veltro seems to be getting help from a powerful outside organization. But who could be pulling the strings?

Revelations is firmly planted in the middle of the *Resident Evil* chronology. It fills a gap between stories.

CHRONOLOGICAL ORDER OF MAIN RESIDENT EVIL GAMES

Game	Year Game Takes Place
<i>Resident Evil Zero</i>	1998
<i>Resident Evil 1</i>	1998
<i>Resident Evil 2</i>	1998, two months later
<i>Resident Evil 3: Nemesis</i>	1998, same time as RE 2
<i>Resident Evil Code: Veronica X</i>	1998, three months after RE 1
<i>Resident Evil: The Umbrella Chronicles (Russian Files)</i>	2003
<i>Resident Evil 4</i>	2004
<i>Resident Evil Revelations</i>	2005
<i>Resident Evil: Lost in Nightmares (RE5 DLC)</i>	2006
<i>Resident Evil 5</i>	2009
<i>Resident Evil 6</i>	2013

RESIDENT EVIL GLOSSARY

Players new to *Resident Evil* may be unfamiliar with many terms. Here's a list of the most important ones to know:

BIOTERROR – In the world of *Resident Evil*, bioterror is the greatest threat to civilization. Bioterror has emerged around the world, but several organizations have been created to counter these activities.

B.O.W. (BIO-ORGANIC WEAPON) – This is a general term for any type of creature mutated to be used as weapon for both war and terrorism.

BSAA (BIOTERRORISM SECURITY ASSESSMENT ALLIANCE) – This organization was formed by the Global Pharmaceutical Consortium and is made up of ex-military members with strong experience in counter-bioterrorism.

FBC (FEDERAL BIOTERRORISM COMMISSION) – This group was founded by the United States government to protect the U.S. and its agents against biological threats.

TERRAGRIGIA – An aquapolis city built in the Mediterranean Sea to research alternative energy sources. It was powered entirely by solar energy. The city was considered a modern marvel until Il Veltro's bioterrorist attack destroyed it in 2003.

T-VIRUS – The original mutagen Umbrella developed for creating B.O.W. creatures. Any normal creature injected with the T-Virus rapidly transforms into an undead-like zombie monster. The "T" stands for "Tyrant."

UMBRELLA – The Umbrella Corporation is responsible for creating the T-Virus and the first B.O.W.s the world has seen. Umbrella's B.O.W. development was first uncovered in 1998 in Raccoon City. Subsequently, the corporation's true aims were revealed. By the start of *Revelations*, Umbrella has been dismantled and appears to no longer be a threat.

IL VELTRO (COMMONLY REFERRED TO AS SIMPLY VELTRO) – A terrorist group most famous for the Terragrigia incident. Velro was responsible for releasing Hunter B.O.W.s in the city, which in turn caused the FBC to destroy the city.

CHARACTER PROFILES

The *Resident Evil* universe is overflowing with characters with a long history. While *Revelations* features two classic fan favorites (Jill Valentine and Chris Redfield), it also stars a large cast of entirely new characters.

NOTE: THESE PROFILES HAVE BEEN CREATED BASED ON INFORMATION FROM THE EXCELLENT *RESIDENT EVIL ARCHIVES* SERIES OF BOOKS. IF YOU ARE INTERESTED IN LEARNING MORE ABOUT THE *RESIDENT EVIL* UNIVERSE, BE SURE TO CHECK THEM OUT!

◀ **BSAA AGENTS**

JILL VALENTINE

In 1998, Jill Valentine was a member of the Raccoon City first-response team S.T.A.R.S. (Special Tactics And Rescue Service). While searching for missing S.T.A.R.S. team members, she and Chris Redfield uncovered horrible secrets hiding in a mansion nested deep in the Arklay Mountains outside of Raccoon City.

These events became known as the "Mansion Incident" and marked the first time the world was exposed to the threat known as a B.O.W.

Jill's training as a United States Army Delta Force soldier kept her alive through the incident, and her unwavering resolve turned her into a fierce opponent of world-wide bioterrorism.

During the "Mansion Incident," Jill and Chris bonded as close friends. When operating together, they make an unstoppable team.



CHRIS REDFIELD

At the start of *Resident Evil Revelations*, Chris is working with a newer BSAA agent, Jessica Sherawat. However, Chris retains a deep connection with his old partner Jill Valentine.

Originally trained in the United States Air Force, Chris found his first job in civilian life with S.T.A.R.S. His military training proved to be invaluable throughout the 1998 Raccoon City events.

After the "Mansion Incident," Chris became obsessed with stopping Umbrella's worldwide terrorist operations. He travelled to Russia with Jill and stopped Umbrella's ultimate project—the monstrous T.A.L.O.S.

With Umbrella in ruins, Chris and Jill went on to become founding members of the BSAA.



PARKER LUCIANI

Before working with the BSAA, Parker Luciani worked with the government organization FBC. Assigned to security during the infamous Terragrigia incident, Parker was on the last helicopter out before the island utopia was destroyed.

Parker is a pragmatic soldier who has been through a lot over the years. When *Revelations* begins, he is partnered with Jill. When he's not watching her back, he's frequently trying to get her to crack a smile. Despite their differences, they are an effective team in the field.

Parker has a long history with Jessica Sherawat, who was also in the FBC during the Terragrigia incident.

JESSICA SHERAWAT

Jessica is currently partnered with Chris, for whom she has developed a crush. Unfortunately for her, Chris consistently brushes aside her advances. Having worked with Parker in the past, she seems more comfortable having casual relationships with her partners.

For a BSAA agent, Jessica appears very interested in fashion. The uniforms she uses in *Revelations* have been heavily modified to emphasize her figure. These mods are possibly an attempt to better draw Chris' attention.





KEITH LUMLEY

BSAA agent Keith Lumley prefers to go by his codename "Grinder." He uses special kukri weapons instead of the standard BSAA-issue combat knife.

In *Revelations*, Keith is teamed up with Quint Cetcham. Keith is a light-hearted but dedicated agent who is very supportive of his oddball partner. Though he's aware of his partner's talents and potential as a BSAA agent, he is often frustrated by Quint's constant references to pop culture.

QUINT CETCHAM

BSAA agent Quint Cetcham goes by the telling codename "Jackass."

Quint specializes in hacking and is an expert at cracking computers. Despite his talents, he is held back by his quirky personality, which can occasionally interfere with the seriousness of BSAA operations. Quint would prefer to be relaxing at a desk and reading about internet conspiracies. But when duty calls, he's happy to take the field.

Quint has a crush on fellow BSAA agent Jessica Sherawat.



SUPPORTING CAST

CLIVE R. O'BRIAN

Don't let Clive's frumpy appearance fool you. He's the director of the BSAA and has cunning leadership skills. Clive's codename in the BSAA is "Forkball."

You will meet Clive early in the game as he joins Parker and Jill to investigate a wash-up of mysterious B.O.W. organisms on a beach near Terragrigia.



MORGAN LANSDALE

Morgan Lansdale is the charismatic director of the FBC. Morgan is known for his tough leadership and his ruthless pragmatism. It was his decision in the Terragrigia panic to destroy the city to end the B.O.W. threat.

He has a history with O'Brian, but it's unclear what their relationship is exactly.



RAYMOND VESTER

Raymond Vester was a rookie FBC agent during the Terragrigia attacks. He has a history with both Parker and Jessica. His current loyalties are unknown.



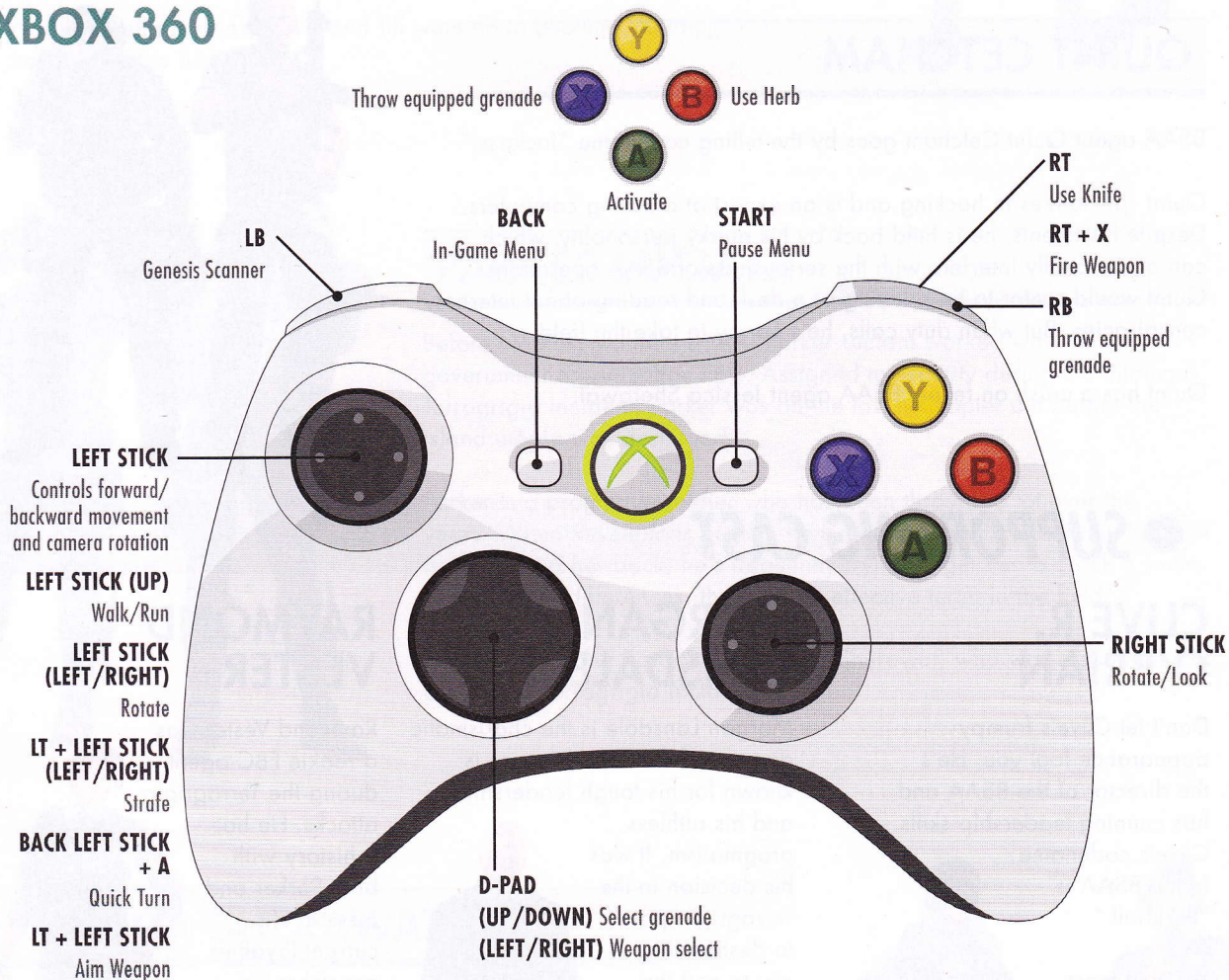
CAMPAIGN

GAME BASICS

This section of the guide is designed for players new to the *Resident Evil* series. While many of the series' familiar elements are present in this game, it also has many unique features. Even if you've played previous *Resident Evil* games, scan this section to ensure you don't miss anything!

CONTROLS

XBOX 360

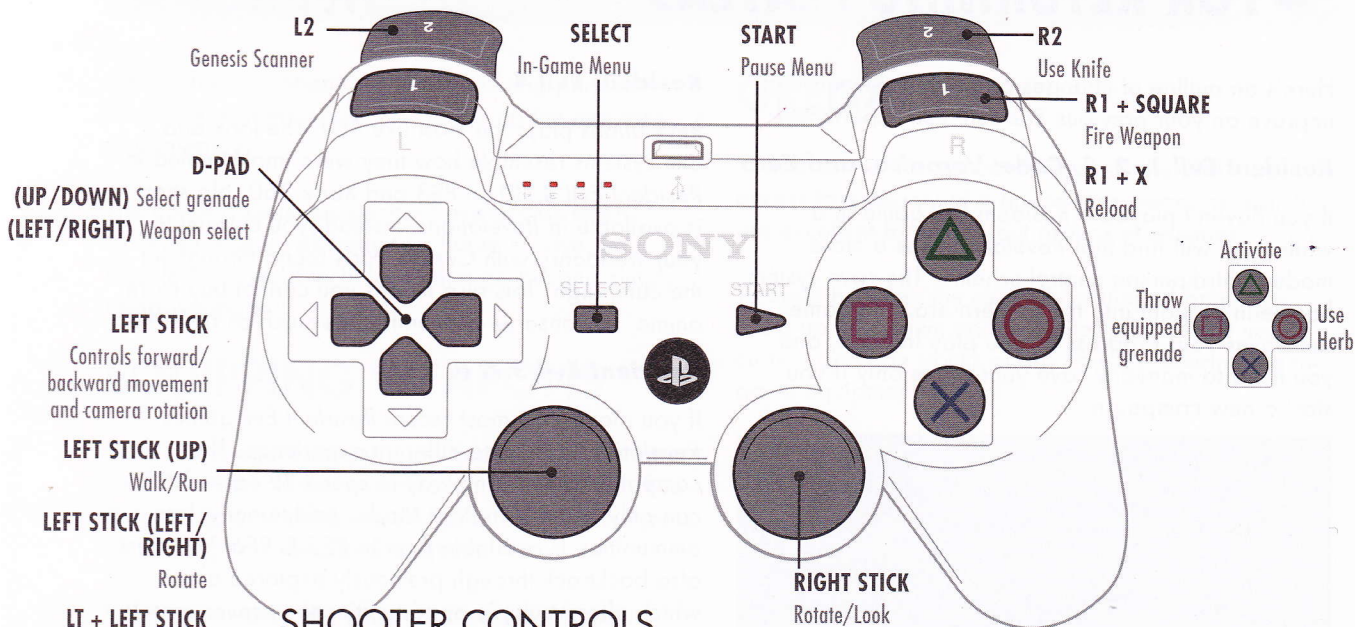


SHOOTER CONTROLS

Control	Function
LEFT STICK	Movement
RIGHT STICK	Camera/Look
LEFT STICK (UP)	Walk/Run
LEFT STICK (DOWN) + A	Quick Turn
LEFT STICK (LEFT/RIGHT)	Strafe
LT + RIGHT STICK	Aim Weapon
LT + RT	Fire Weapon

Control	Function
X	Reload
Y	Use Herb
A	Activate
LB	Genesis Scanner
RB	Throw equipped grenade
RT	Use Knife

PLAYSTATION 3



SHOOTER CONTROLS

Control	Function
Left Stick	Movement
Right Stick	Camera/Look
Left Stick (Up)	Walk/Run
Left Stick (Down) + X	Quick Turn
Left Stick (Left/Right)	Strafe

Control	Function
L1 + Right Stick	Aim Weapon
L1 + R1	Fire Weapon
Square	Reload
X	Use Herb
Triangle	Activate

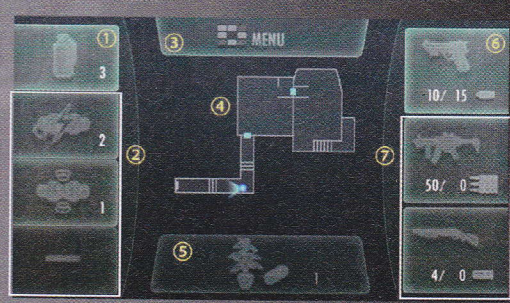
Control	Function
L2	Genesis Scanner
R2	Throw equipped grenade
R1	Use Knife

Wii U



TOUCH SCREEN CONTROLS

*These cannot be used when playing using only the TV or only the Wii U™ GamePad.



- 1 Equipped subweapon
- 2 Subweapon list
The equipped subweapon's icon is brighter than the others. Touch a different subweapon to equip it.
- 3 Menu button
View tabs that show your items, ammo, key items and the full map.
- 4 Mini-map
- 5 Herbs (touch to use)
- 6 Equipped weapon
- 7 Weapon list
The equipped weapon's icon is brighter than the others. Touch a different subweapon to equip it.

The Wii U also has a special touch screen mode while you are playing with a TV and the Wii U GamePad. With the touch screen, you can manage your inventory, examine the map, and open up the menu.

◀ ● FOR RETURNING PLAYERS

Here's an outline of changes and enhancements that improve on your previous *Resident Evil* experiences:

Resident Evil 1, 2, 3, Code: Veronica, and Zero

If you haven't played a *Resident Evil* game in a while, you will find that *Revelations* has a more modern third-person control scheme. The save system has been brought into the modern era. The game autosaves your progress as you play through, and you need to manually save your game only if you start a new campaign.

Resident Evil 4

Revelations plays the most like *RE4*. The look and aim systems resemble how they were implemented in *Resident Evil 4 HD* on PS3 and Xbox 360. No shop is available in *Revelations*. Instead, you customize your weaponry with Custom Parts found throughout the campaign. This also means you cannot buy more ammo, so conserve ammunition as much as possible.

Resident Evil 5 & 6

If you played the most recent *Resident Evil* games, *Revelations* is a quite different experience. The campaign contains no way to spend BP earned: BP can only be used in Raid Mode. Additionally, less ammunition is available than in *RE5* & *RE6*. You must also backtrack through previously explored areas, which offers multiple opportunities to uncover secrets or find ammunition.

UNIQUE FEATURES

If you are a returning player, be aware of the following unique features:

The Genesis Scanner is an essential tool in this game. It is used to uncover secret items and to earn bonus herbs. For more information, refer to the Genesis Scanner section later in this chapter.

The weapons system in *Revelations* is unique. As you explore the game's levels, you find Custom Parts that can be installed as modifications on a variety of weapons. Custom Parts increase damage, firing speed, and melee damage and offer a multitude of other bonuses. For complete information on Custom Parts, please refer to the BSAA Arsenal section of this guide.

Jill Valentine is the main character, which means that customized weapons are accessible only when you are playing her. While you do play most of the game as Jill, significant portions of the game are played as other characters.

◀ ● ON-SCREEN DISPLAY



COMBAT

Although exploration and puzzle-solving play key roles in *Revelations*, combat makes up the majority of gameplay.

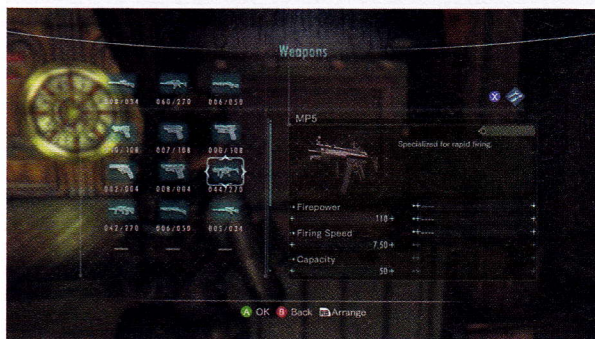
The BSAA agents you control have access to an excellent arsenal of weapons. But to survive, you must learn several techniques that go beyond simply using weapons.

EQUIPPING WEAPONS

Each BSAA agent carries up to three firearms at one time. This can be any combination of the game's five firearms types: handguns, shotguns, submachine guns, machine guns, rifles, and magnums.

When playing as Jill, you can access a Weapons Crate to reconfigure her current loadout. From inside the Weapons Crate, you can select the three active weapons and customize the Custom Parts upgrades you install on each weapon.

In the game, you can switch between weapons by moving the digital pad left or right.



AMMUNITION

Each weapon in the five categories shares ammunition. This means all machine guns share the same pool of machine gun ammo.

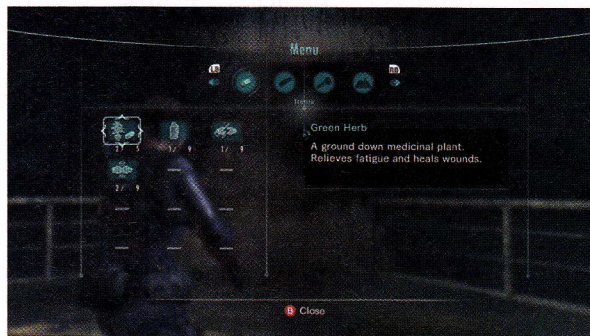
The game contains a limited supply of ammunition. Maps in the walkthrough portion of this guide feature all of the ammunition locations in the game. However, even with access to these maps, you should use your ammunition as efficiently as possible. This means firing your machine guns in short bursts and aiming for a headshot while using the rifle and handgun weapons.

Magnums have limited ammunition available. Save the magnum ammunition for tough boss fights. Never waste magnum ammunition on regular Oozes.

GRENADES

In addition to the standard firearms, the BSAA has access to a variety of grenade-type weapons, which are excellent for taking out groups of enemies.

To cycle between the currently equipped grenades, press up and down on the digital pad. Check your current grenade stocks at any time by entering the in-game equipment screen.



MELEE

Each BSAA agent has their own basic melee attack. Basic melee attacks can be used to break locks but should hardly ever be used in regular combat. Melee attacks do very little damage, and in order to use them, you must get very close to the enemy. This is a bad strategy when fighting B.O.W.s.

The second type of melee attack is more useful. During fights, B.O.W.s may get stunned if they suffer a certain amount of damage or get hit at the right time.

When one of the creatures is stunned, move toward the creature and execute a charged melee attack. Execute this by *holding down* the action button. The BSAA agent starts to charge their attack. Continue holding for about three seconds and the agent will unleash a high-damage roundhouse strike.

Be warned: the agent is vulnerable while charging the attack. If they are hit by another active enemy, the attack will be canceled and the agent will suffer damage.



QUICK TURN

The Quick Turn move is one cool feature that's something of a tradition in the *Resident Evil* series. Executing this move results in your character almost instantly performing a 180-degree turn, facing them in the opposite direction.

This tactic is vital to prevent B.O.W.s from sneaking up on you while playing. Additionally, in many combat situations your agent will be attacked from two directions simultaneously. Quick Turns allows you to immediately change direction and to begin attacking in the correct direction.

To perform a Quick Turn, pull back on the movement analog, then immediately hit the activate button (different on each console).

DODGING

The hardest combat tactic to master in *Revelations* is dodging. Dodging requires precise timing and superb reflexes.

There are two types of dodge, an active dodge and a passive dodge.

You perform the active dodge by pulling back or forward on the movement controller, then pressing the activate button on the controller. This type of dodge works more consistently, but it can also leave you open to attack. If you miss the dodge, it might turn your agent the wrong way against the enemy, opening them up to further attacks.

The second type of dodge is a passive dodge. To perform it, you press the left or right analog at the correct time to sidestep the attack. The passive dodge can be done against simple, direct attacks like the Shooter Ooze's bone shot. This type of dodge requires perfect timing to execute, but will frequently come in handy in very close quarters with an enemy.

There's no magic formula to successfully dodging: use quick reflexes and a lot of practice to get the timing down. Practice this early in the game against the regular Oozes. You will likely get hit quite a bit when attempting it. Until you are successful, use the Restart From Checkpoint feature in the game to repeatedly practice without wasting herbs.

THE GENESIS SCANNER

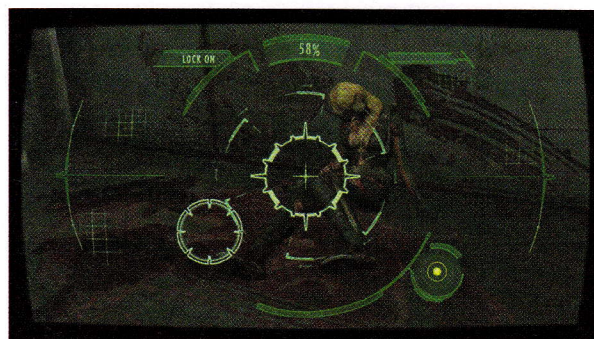
The BSAA has a new device known as the Genesis Scanner. This device is used to uncover hidden objects and for researching new forms of B.O.W.s.

FINDING HIDDEN OBJECTS

When you enter a new room, use the scanner to detect hidden objects in the area. If you see the yellow flashing indicator in the bottom right of the scanner screen, something is in the area.

Once you have identified an item nearby, move the scanner around until you see a circle in the environment. Aim the scanner so it is centered on the circle and hold down the activate button. This takes a few moments, but after a successful scan, you uncover a hidden item.

You won't know what the hidden item is until you pick it up. Walk to the object you just scanned (it will appear as a blinking white light) and press the activate button to pick it up.



SCANNING B.O.W.S

You can scan all B.O.W.s that you encounter throughout the game. Each time you scan a B.O.W., your scan total increases. When your scan total reaches 100, you receive a free herb.

As you continually scan an organism, it returns fewer and fewer scan points. For example, if you scan a lot of regular Oozes early in the game, they will return ever fewer scan points as you continue to scan them toward the end of the game.

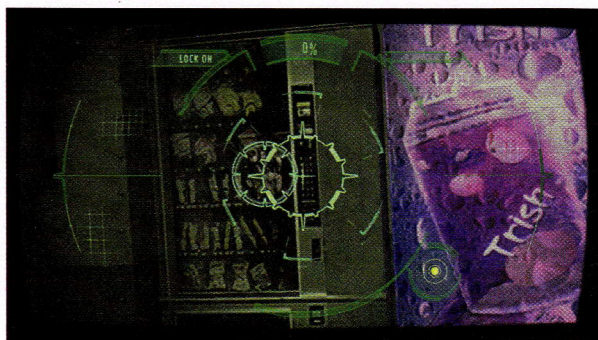
Scanning a B.O.W. while it is alive will award more scan points than if it's dead. Additionally, many types of B.O.W. corpses disappear quickly, so scan those types of monsters *before* you kill them.



SCANNING HANDPRINTS

Revelations features special collectible handprints. These handprints are particularly difficult to find because they do not prompt the Genesis Scanner's indicator to blink.

All of the handprint locations in the campaign are called out in special notes and on the maps throughout the walkthrough for each area. A handprint checklist is also available in the Secrets chapter of this guide.



INJURIES & HERBS

Herbs are the key to survival in the campaign. When one of the BSAA agents is injured, some blood will appear on the screen. Depending on the severity of the injury, this blood can be very slight or very heavy.

An injured agent moves more slowly than a healthy one, limping along while holding their wounds.



In order to heal an agent's injuries, press the herb button, which will use up one of the herbs in the character's inventory. Herbs always completely heal an agent.

An agent can carry a maximum number of five herbs in the campaign.

GAME DIFFICULTY

As the game's difficulty increases, many game components change:

Agents suffer more damage from enemy attacks.

B.O.W.s possess more health.

On *Infernal Mode*, significantly less ammunition is available.

On *Infernal Mode*, some quest item locations move.

Combat is the most important difference among difficulty modes. If you prefer to enjoy the story and the atmosphere of the game over intense gun battles, begin with the *Easy* difficulty.

Although you can start the game on *Infernal Mode*, we highly advise against it. You will be hopelessly outgunned in Jill's sequences, which are balanced to make the combat challenging for fully upgraded weaponry. With just basic weapons, you find that the difficulty nears impossibility. *Infernal Mode* is more fun if you begin with fully upgraded weapons.

Be aware, however, that you do get bonus rewards for beating the game on the harder difficulties that can be used in *New Game+*. For more information on these bonuses, refer to the *Secrets* chapter of this guide.

MAP LEGEND

Ammo	Handprint	Tourniquet
Ammo (Hidden)	Herb	Voice Recorder
Ammo Upgrade	Herb (Hidden)	Weapon
Cog	Key	Weapon Crate
Crest	Map	Wooden Crate
Custom Parts	Objective	RAID MODE ONLY Gold Medal Silver Medal Bronze Medal
Custom Parts (Hidden)	Scannable Biomass	
Explosive (Grenade)	Screwdriver	
Explosive (Hidden)	Security Token	
File	Stolen Equipment	

BSAA ARSENAL

Unlike other recent *Resident Evil* games, in *Revelations*, you don't have access to a store in the campaign, you must find your weapons by exploring the *Queen Zenobia*, or by completing special tasks.

After you discover a weapon, it becomes a permanent part of Jill's Weapons Crate, and you can access it whenever you need it. (Even if you drop the weapon to pick up a new one.)

Jill and the other BSAA agents also have access to consumable explosive weapons. These include grenades, decoys, shock devices, and the fabled Rocket Launcher. These weapons are used up permanently when you use them.

This chapter outlines the strengths and weakness of all of the weapons, and where you can find them.

FIREARMS

Resident Evil Revelations contains a large armory of weapons, which fall into several categories. Throughout the game, you must constantly adjust weapons based on the amount of ammunition that is available. Certain weapons do not work as well as others against some creatures. As a result, you must repeatedly switch Jill's active weapons, and she can only carry three at once.

Each firearms category contains a set of weapons that behave similarly in combat. While the stats vary from weapon to weapon, all weapons in the category can be substituted for another. Personal preference can determine whether you prefer a better rate of fire versus a higher base damage.

HANDGUNS

General Weapon Strategy: Handguns are the starting weapon in the game. The one major advantage they have over other categories is that handgun ammo rarely runs low, particularly in the first few episodes of the game.

On *Infernal Mode*, a handgun is a necessary evil to ensure you don't use up precious shotgun and machine gun ammo on easier portions of the game.

Recommended Custom Parts: Burst, Charge Shot

M92F

FIREPOWER: 150 **CAPACITY:** 10
FIRING SPEED: 1.58 **SLOTS:** 3

Description: This is the most basic weapon in the game. It has higher base damage than the PC356 (which you should unlock after the first few chapters of the game). But its drawback is fewer slots. Although the lower slots may seem like a disadvantage, it's actually not—your best Custom Parts are best used on Jill's better weaponry.

How to acquire: Jill begins Episode 1 with the M92F.



PC356

FIREPOWER: **130** CAPACITY: **8**
FIRING SPEED: **1.58** SLOTS: **5**

Description: The PC356 will probably be the first weapon you unlock in the game. It's similar to the M92F but can be modified with more Custom Parts. This weapon is not much use on your first playthrough, but it becomes more useful when starting a game on Infernal Mode. To ensure each handgun bullet inflicts the most damage, make use of Custom Parts.

How to acquire: Earn the PC356 by killing 150 B.O.W. enemies.



GOVERNMENT

FIREPOWER: **200** CAPACITY: **7**
FIRING SPEED: **1.37** SLOTS: **3**

Description: The Government is a fantastic pistol and arguably the best handgun in the game (next to the G18). It has the highest damage potential. As mentioned previously, three slots is adequate for a handgun.

How to acquire: Pick up the Government in Episode 10. See the walkthrough for more information.



G18

FIREPOWER: **150** CAPACITY: **16**
FIRING SPEED: **1.8** SLOTS: **3**

Description: The G18 is a great pistol to use if you typically dislike using handguns. Handguns can be difficult to aim for successful headshots. The G18 is fully automatic, which allows you to effectively use your ammo like a machine gun. This is one of the most difficult weapons to acquire.

How to acquire: Scan all 30 hidden handprints to obtain the G18.



SHOTGUNS

General Weapon Strategy: In video games, shotguns are the mainstay of close-range fighting, and *Revelations* is no different. The shotguns in the game are slow-firing. But they dish out heavy damage at close range and also offer a good chance of knocking back an enemy.

When using a shotgun, you must close your distance but still allow enough space to avoid an enemy's melee attack or grapple. Aim for weak points when firing on enemies. Careless body shots are unlikely to knock an enemy back.

Recommended Custom Parts: Narrow, Infighter, Long Magazine

WINDHAM

FIREPOWER: **160 X 6** CAPACITY: **4**
FIRING SPEED: **0.74** SLOTS: **3**

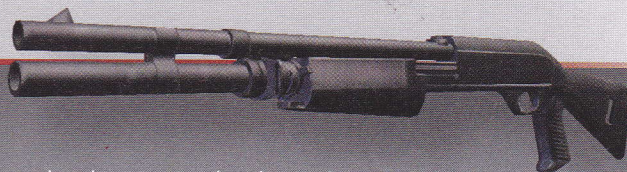
Description: The Windham is the main shotgun in the campaign. You won't have access to the M3 until very late in your first playthrough, and the Hydra can't be used until your second playthrough. The Windham is certainly a capable weapon. Its short (4-round) capacity is its biggest weakness. Correct this by using one of its slots to install a Long Magazine Custom Part.

How to acquire: Earn the Windham by retrieving the Crest in Episode 3, then use it to unlock the gun in one of the bedrooms of the Upper Cabins.



M3

FIREPOWER: **130 X 6** CAPACITY: **6**
FIRING SPEED: **0.94** SLOTS: **4**

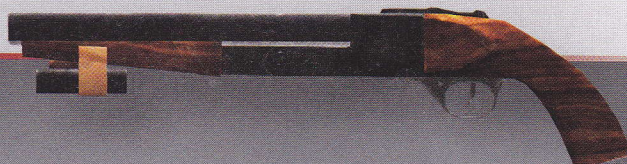


Description: The M3 fires significantly faster than the Windham and is a bit more versatile with more slots and higher base round capacity.

How to acquire: The M3 is automatically given to Jill in Episode 10.

HYDRA

FIREPOWER: **130 X 9** CAPACITY: **5**
FIRING SPEED: **0.91** SLOTS: **2**



Description: The Hydra is a fantastic shotgun and a great reward to use in your second playthrough. It has fantastic knock-back that can keep Oozes at bay even on Infernal Mode difficulty.

How to acquire: Complete the campaign on Normal difficulty. The Hydra appears in Jill's chest on the second playthrough.

SUBMACHINE GUNS

General Weapon Strategy: Submachine guns and assault rifles both use machine gun ammo, but they inflict slightly different damage. The submachine guns inflict less damage but fire at a more rapid rate.

When using a machine gun, fire in bursts. If you just spray the enemies, you will quickly waste a clip of 60 rounds, and it's very difficult to keep machine gun ammo supplies up.

Recommended Custom Parts: Damage, Daze, Bind

MP5

FIREPOWER: **110** CAPACITY: **50**
FIRING SPEED: **7.50** SLOTS: **3**



Description: The MP5 is Jill's mainstay submachine gun after you discover it in Episode 4. However, since ammunition is so important in the game, reserve the MP5 once you discover it and switch over to the AUG.

How to acquire: The MP5 can be found in Episode 4 before the fight with Rachael.

P90

FIREPOWER: **90** CAPACITY: **60**
FIRING SPEED: **9.0** SLOTS: **N/A**



Description: The P90 is usable only in the Terragrigia flashback levels. It's vital that you fire it in bursts to increase accuracy and avoid blowing through your machine gun ammo.

How to acquire: Parker uses the P90 in the Terragrigia flashback missions.

ASSAULT RIFLES

General Weapon Strategy: Assault rifles use machine gun ammo but have higher damage and a slower rate of fire than submachine guns. Because machine gun ammo is limited in the game, a slower rate of fire is advantageous. In fact, damage is the most important stat because you get more bang for each bullet fired.

Recommended Custom Parts: Damage, Daze, Bind

AUG

FIREPOWER: **120**

CAPACITY: **42**

FIRING SPEED: **7.50**

SLOTS: **3**

Description: The AUG is an excellent machine gun and should be your primary weapon for extremely tough situations. The weapon's high accuracy, damage, and firing speed make it ideal for difficult fights. Unfortunately, available machine gun ammo is very limited, so reserve this weapon for intense battles.

How to acquire: The AUG can be found in Episode 5. See the walkthrough for more information.



G36

FIREPOWER: **140**

CAPACITY: **30**

FIRING SPEED: **5.00**

SLOTS: **4**

Description: The G36 is similar to the AUG. When you gain access to this assault rifle, try switching between the two to see which one you prefer.

How to acquire: The G36 is automatically awarded to Jill during Episode 10.



RIFLES

General Weapon Strategy: Rifles are the most difficult weapons to use, especially at close range. But mastering them will make beating Revelations much easier. The reason for this is three-fold.

First, rifles inflict a superb amount of damage. Hitting a regular enemy in a weak area with a rifle will generally kill them.

Second, rifle ammo is abundant in all difficulty modes.

Third, you utilize rifle ammo slower than any other weapon since the weapon requires you to aim each time before you fire.

Rifles are not useful in high-pressure situations where the enemy is approaching rapidly from multiple directions. Instead, use machine guns or shotguns to defend in these situations.

Recommended Custom Parts: Long Magazine, Critical, Damage

M40A1

FIREPOWER: **1100**

CAPACITY: **8**

FIRING SPEED: **0.61**

SLOTS: **4**

Description: You must make a side trek in Episode 3 to obtain the M40A1, but it is worth the time. If you aren't seeking handprints, this is the only rifle available in the single-player campaign. The firing speed is slow, but it can be used to pick off enemies before they are even aware of your presence.

How to acquire: The M40A1 is obtained by exploring the Solarium in Episode 3. See the walkthrough for more information.



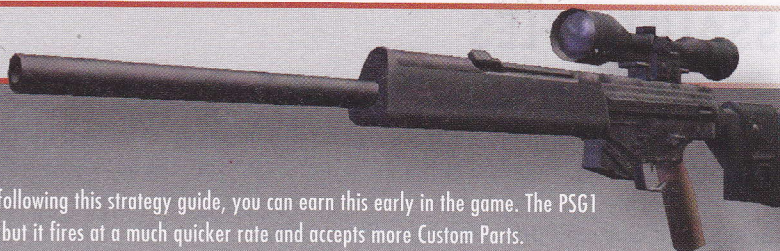
PSG1

FIREPOWER: **700**

CAPACITY: **5**

FIRING SPEED: **1.43**

SLOTS: **3**



Description: If you are seeking handprints and following this strategy guide, you can earn this early in the game. The PSG1 offers significantly less damage than the M40A1, but it fires at a much quicker rate and accepts more Custom Parts.

Since rifle ammo is less valuable than machine-gun ammo, a faster rate of fire is a good trade-off for less base damage. It's definitely the preferred rifle of the campaign.

How to acquire: The PSG1 is rewarded for scanning 15 secret handprints.

MAGNUMS

General Weapon Strategy: Magnums are a sort of super-weapon. Even on Normal difficulty, you will always be low on magnum ammo because it is in short supply. If you have some spare magnum ammo, bring it to any tough boss fight. The magnums inflict more damage than any other weapon in the game, and the damage mod makes tough fights much easier.

Like shotguns, magnums have an inherent knock-back effect. This is particularly effective if you hit a creature in a weak point.

Recommended Custom Parts: Damage, Rate of Fire

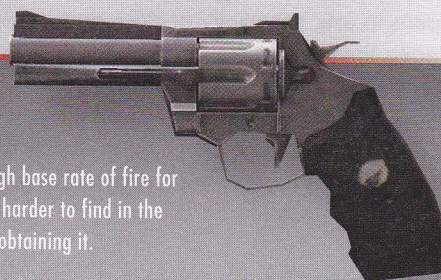
PYTHON

FIREPOWER: **1500**

CAPACITY: **6**

FIRING SPEED: **0.94**

SLOTS: **3**



Description: The Python is the better of the two magnums due to its higher damage. A high base rate of fire for the weapon is unnecessary, since it has such powerful knock-back. However, the Python is harder to find in the campaign playthrough than the L. Hawk. Review the Episode 7 walkthrough for details on obtaining it.

How to acquire: The Python is found in Episode 7 by unlocking a room in the Lower Cabins.

L. HAWK

FIREPOWER: **1200**

CAPACITY: **8**

FIRING SPEED: **1.25**

SLOTS: **2**



Description: The L. Hawk not as effective as the Python. But if you missed the Python earlier in the game, the L. Hawk makes a suitable replacement.

How to acquire: The L. Hawk is in the Laboratory in Episode 8.

EXPLOSIVES

Friendly fire from explosives does *not* exist in *Revelations*. Agents standing on top of a grenade blast will not be hurt. This means that explosives of all types are great for escaping situations in which the enemy is on top of you. Even if the grenade isn't strong enough to kill the B.O.W., it will probably knock them back or shock them long enough for you to escape.

B.O.W. DECOY

Description: When you toss a B.O.W. Decoy, it blinks for a few seconds, drawing nearby B.O.W.s in close. After it stops blinking and beeping, it explodes, inflicting light damage on any nearby enemies.



HAND GRENADE

Description: This grenade is the base explosive weapon and found commonly throughout the game. Grenades inflict a fair amount of damage and are particularly effective against large groups of medium-sized monsters like Oozes, Hunters, and Fenrir.



SHOCK GRENADE

Description: Shock Grenades inflict special electrical damage that is particularly effective against aquatic creatures like Ghiozzo and Sea Creepers. This is the only weapon that can be used underwater.



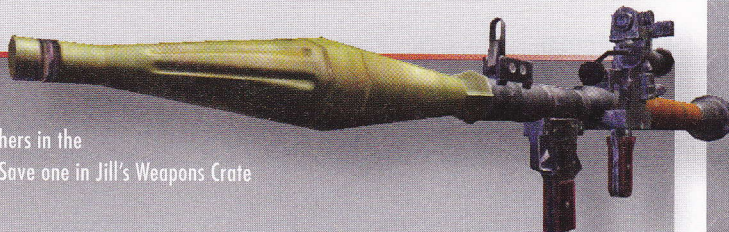
PULSE GRENADE

Description: Pulse Grenades are special sonic grenades that stun any nearby enemies. This paralysis is excellent for stopping monsters long enough to run by or to line them up for a charged melee shot.



ROCKET LAUNCHER

Description: The Rocket Launcher is an uncommon item in the campaign. In fact, only three areas provide access to Rocket Launchers in the entire 12 episodes. Rocket Launchers are fantastic against bosses. Save one in Jill's Weapons Crate for use against a boss that's particularly difficult.



AMMO CASES

A variety of Ammo Cases can be discovered throughout the campaign. They permanently increase Jill's maximum ammunition capacity.

Each type of ammunition has a case type that can be discovered.

Ammo Cases prevent Jill from wasting found ammo and increase her survivability during ammunition droughts.



CAMPAIGN BESTIARY

This is the campaign bestiary. While the attack and defense strategies are typically the same between campaign and Raid Mode, the weapons recommended in this section are only for the campaign. This guide's Raid Mode chapter has very specific (and different) weapon recommendations for this unique game type.

OOZE

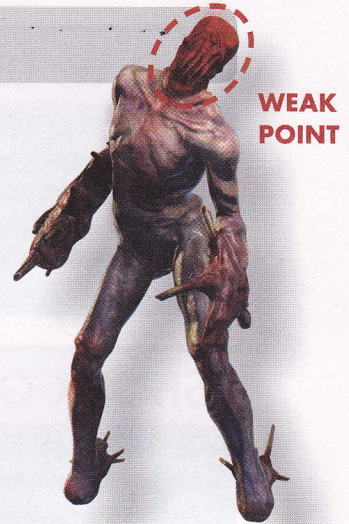
BACKGROUND: Regular Oozes are mutated humans who have been exposed to the Veltro T-Abyss virus. Ooze dynamically change the structure of their bodies, which allows them to hide in vents, creep through floor grates, and surprise agents with attacks from unexpected places.

STRATEGY: The regular Ooze is the base creature you fight throughout the campaign onboard the *Queen Zenobia*. Regular Oozes move slowly, which can lure you into believing they are of little threat. However, if an Ooze gets close to you, it has a multitude of deadly attacks that it can inflict for serious damage.

If an Ooze sneaks close to you, immediately switch to the shotgun (or other weapon with good stopping power) to stun the Ooze and buy time to run away.

Oozes climb over countertops and other barriers to follow you, but this slows them down. Use barriers to maintain a good distance from them.

RECOMMENDED WEAPONS: Handgun, Shotgun, Rifle



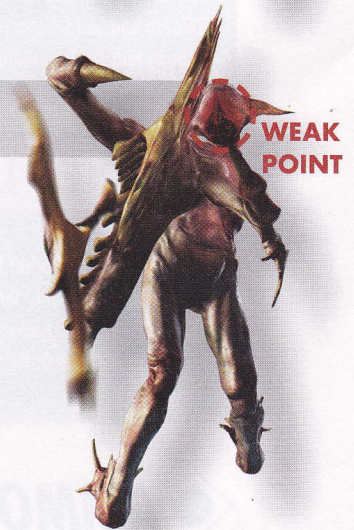
SHOOTER OOZE (TRICORNE OOZE)

BACKGROUND: The Shooter Ooze or Tricorne Ooze is a variant of the regular Ooze creatures. They prefer to fight from long range and have a large, gun-like appendage that shoots spinning bone projectiles at the player.

STRATEGY: Shooter Oozes never approach the player and prefer to take their time while aiming to line up a shot. As long as you are aware of their presence, it's easy to side-step the shots. Use a basic melee attack to destroy the bone projectile before it hits you.

Avoid running past the Shooter Ooze. If you get within melee range, it has a deadly quick-attack where it swings its gun arm. This close-range attack is hard to avoid, so it is best to kill the Shooter Ooze from a distance rather than approach it.

RECOMMENDED WEAPONS: Handgun, Rifle



PINCER OOZE

BACKGROUND: These mutated Oozes have over-sized arms that are covered in huge spikes.

STRATEGY: Pincer Ooze move even slower than regular Oozes, but they have more hitpoints and more deadly melee attacks. The Pincer Ooze swipes so hard that it knocks an agent to the ground, requiring them to recover quickly before the Pincer lands a follow-up attack.

Like regular Oozes, Pincer Oozes can be knocked down by powerful gun attacks with weapons like shotguns and rifles. Once they are on the ground, move in for the kill: you only have a few moments before they recover.

RECOMMENDED WEAPONS: Shotgun, Rifle



◀ ● **EXPLODING OOZE (CHUNK)**

BACKGROUND: Exploding Oozes are horribly mutated flesh bags filled with explosive gas. These Oozes tend to guard doorways and hide around corners.

STRATEGY: Exploding Oozes will automatically explode if you get too close to them. Their explosions are deadly and kill an agent outright. Kill an exploding Ooze from a distance. Sniper rifles and handguns are both ideal for this.

Avoid using a shotgun on these foes, since it does not kill them and will only result in wasted ammo.

RECOMMENDED WEAPONS: Handgun, Rifle



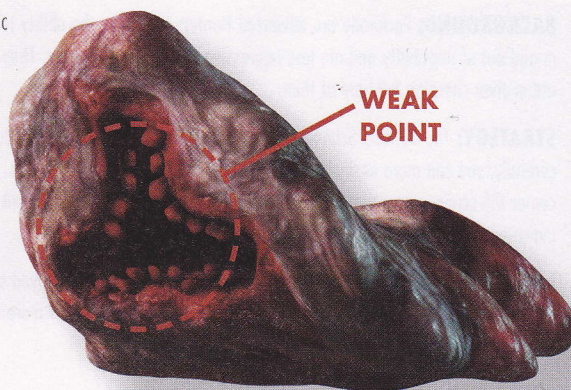
◀ ● **GLOBSTER**

BACKGROUND: Globsters are mysterious B.O.W.s that appear to be some sort of aquatic animal horrifically transformed by the T-Abyss virus.

STRATEGY: On land, Globsters are very easy to kill. They are slow-moving and crawl at a snail's pace. They frequently rear up and roar at the player, exposing their vulnerable mouths.

In the water, Globsters are a major threat. They can swallow agents whole and are impossible to kill. Avoid these creatures at all costs in the water!

RECOMMENDED WEAPONS: Handgun, Shock Grenade



◀ ● **FENRIR**

BACKGROUND: Fenrir are wild wolves that have been exposed to the T-Abyss virus. There are two types of Fenrir. The lesser Fenrir are gray and appear in large packs. These packs are often accompanied by the larger Black Fenrir, which are much tougher.

STRATEGY: A lone Fenrir is no threat. The real threat comes when they attack in packs. They are fast-moving and can sneak up on an agent in the field.

When confronted with a pack, keep looking in all directions. They will attack from all sides, but will generally charge their attack before pouncing. While they are charging, they are vulnerable to attack and can be interrupted or killed.

RECOMMENDED WEAPONS: Rifle, Machine Gun



HUNTER

BACKGROUND: Hunters are large, fast-moving B.O.W. creatures that resemble lizard-men.

STRATEGY: The Hunters' speed is what makes them the most challenging. When you fight a Hunter, it will continuously side-step your shots, forcing you to waste ammo.

Wait until the creature begins moving toward you to begin firing. Shoot at its head to inflict the most damage. You can also stun the Hunter by hitting its lower extremities or by shooting it while it is charging.

When the hunter is stunned, move towards it and use the action button to perform a strong melee attack. However, be careful when using this melee attack since it exposes you to attacks from a Hunter's allies.

RECOMMENDED WEAPONS: Machine Gun, Shotgun, Rifle



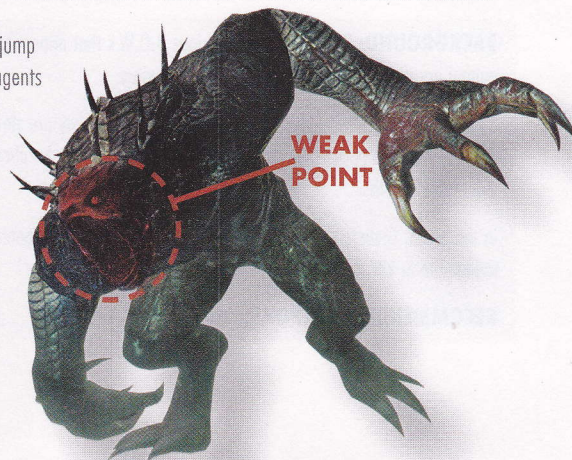
FARFARELLO

BACKGROUND: Farfarello are advanced Hunters that have the ability to cloak. These creatures jump in and out of invisibility and are less aggressive than regular Hunters. They prefer to sneak up on agents rather than charging full-bore at them.

STRATEGY: The Genesis Scanner cannot outline an invisible Farfarello, but if you look carefully, you can more easily make out their outlines while in scan mode. Additionally, if you center the scanner over them when they are within range, the scanner will attempt to scan them, indicating their direction.

In combat, Farfarello can be defeated with the same strategies employed against Hunters. Be aware that they have a lot more health and their attacks inflict a lot more damage than their lesser counterparts.

RECOMMENDED WEAPONS: Machine Gun, Shotgun



WALL BLISTER

BACKGROUND: Wall Blisters are horrifying snail-like creatures that hibernate by sticking to walls and ceilings and hide within their invulnerable shells. When Wall Blisters are dormant, nothing can disturb them. When they wake, however, they immediately charge agents with their giant tentacles flailing.

STRATEGY: Wall Blisters are one of the deadliest creatures in the game. When you encounter them, make killing them your top priority. If a Wall Blister gets within melee range, it has one attack: it grapples an agent with its tentacles and twists them in half with one final, deadly move.

Kill a Wall Blister by firing directly in its facial region. It typically has a warm-up period before it charges, which provides an opportunity to unload on it before it gets too close.

RECOMMENDED WEAPONS: Shotgun



◀ ● GHIOZZO

BACKGROUND: Ghiozzo are goldfish modified by the T-Abyss virus. They don't much resemble their original forms and instead look like spiky piranhas.

STRATEGY: Ghiozzo are tough both in and out of the water. Out of the water, they flop toward their targets and can fling themselves through the air, snapping and biting during their flight. It's easy to get hit by Ghiozzo, but luckily they don't inflict much damage.

Blast Ghiozzo with a shotgun to quickly kill them. They attack in groups, so thin out the group as soon as possible. They are particularly vulnerable to Shock Grenades, which can dispatch a whole group of them at once.

RECOMMENDED WEAPONS: Shotgun, Shock Grenades



◀ ● SEA CREEPER

BACKGROUND: These horrifying creatures are the mermaids of your worst nightmares. Their chest areas are completely composed of teeth, and they will attempt to latch on and digest any agent who comes too close.

STRATEGY: Sea Creepers are waterborne B.O.W. creatures. They are completely helpless out of the water and, unlike Ghiozzo, will never leave it.

Sea Creepers pop their heads out of their water to find their prey and then stalk invisibly underwater. If you see one pop their head up, the rifle is the perfect weapon to prevent them from having an opportunity to stalk you.

Use your Genesis Scanner to spot the Sea Creeper when it is underwater.

RECOMMENDED WEAPONS: Machine Gun (at range), Shotgun (close range)



◀ ● MALACODA

BACKGROUND: These repulsive tentacles inhabit the ocean and always attack in groups. They move very fast through the water and have the ability to attack with both blunt force and with airborne explosive B.O.W. sacks. Malacoda are parasitic, and Veltro has spread rumors that they have been effectively used to create aquatic super-organisms.

STRATEGY: Malacoda move very quickly. The most important thing to do when fighting one is to ensure your attacks hit the creature. The base of the Malacoda is the best target, even though the head of the tentacle is the weak point.

RECOMMENDED WEAPONS: Mounted Machine Guns, Grenade Launcher



EPISODE 1 INTO THE DEPTHS

◀ ● PROLOGUE

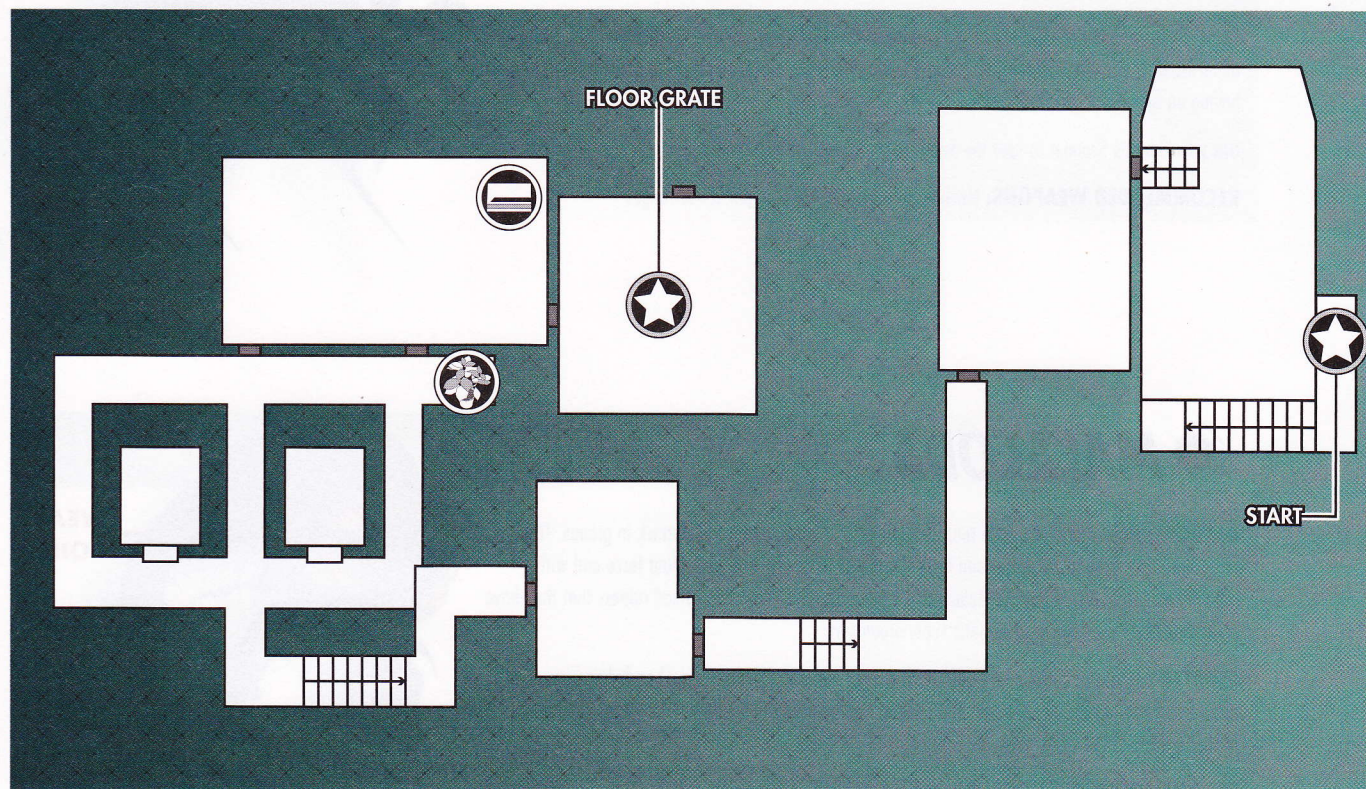
CHARACTER: JILL VALENTINE

6:08 PM—The Mediterranean Sea

BSAA Agents Jill Valentine and Parker Luciani have landed on the mysteriously abandoned cruise ship *Queen Zenobia*. Their objective: to discover what happened to agents Chris Redfield and Jessica Sherawat, whom the agency lost track of hours earlier. Their last known coordinates traced back to the anchored position of the *Queen Zenobia*...

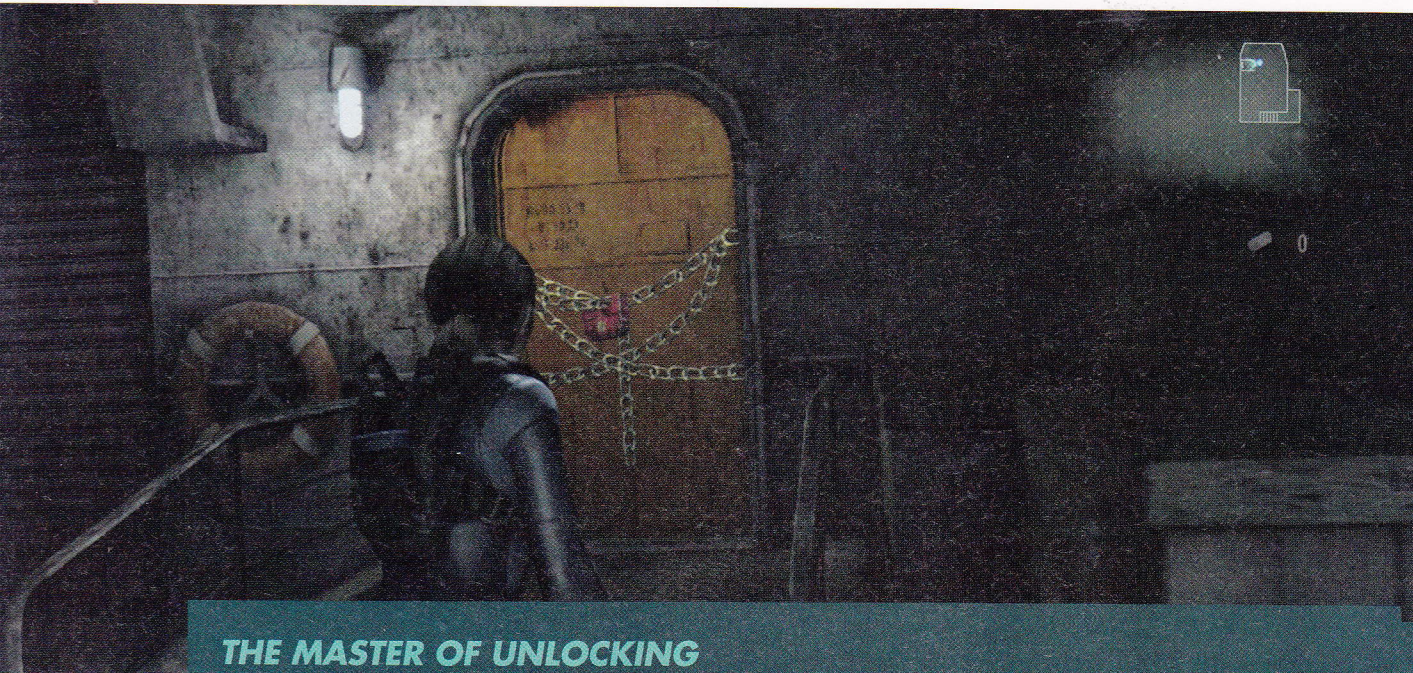


BOARDING THE QUEEN ZENOBIA



This opening area of the game is designed to familiarize you with the movement controls of the game. Your objective is to enter the *Queen Zenobia* and search for the missing BSAA agents.

Follow the stairs up the deck and past the swinging bell to the locked outer hatch. Use the pistol to shoot the lock off, or use a melee attack to break the lock, and enter the ship.

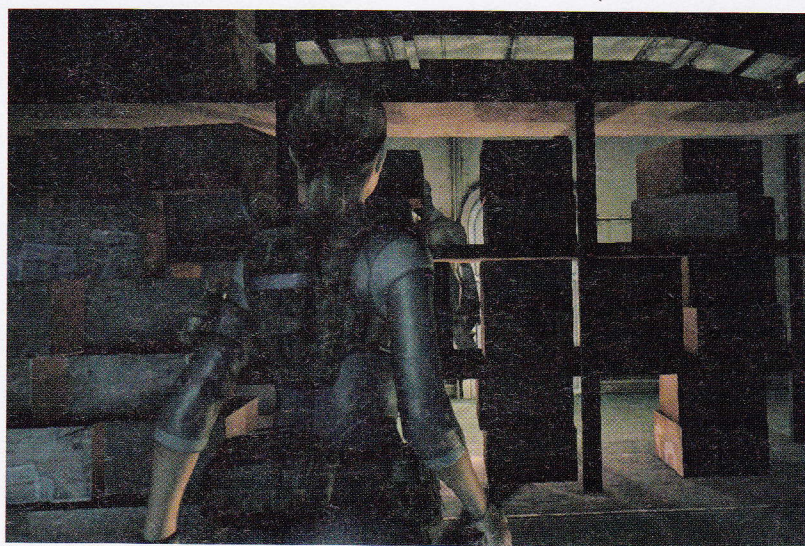


THE MASTER OF UNLOCKING

You will encounter several more of these locks throughout the *Revelations* campaign. Although you can always shoot them off, if you are tight on ammo, you can save a bullet by using the character's melee attack to smash the lock.

In the first room, you can interact with and inspect several mutilated corpses. Examining them doesn't gain anything here, but it's a good habit to establish. Inspecting objects can lead to clues for solving puzzles and they can give you hints about upcoming dangers. Head through the room filled with corpses to find a corridor leading to the next part of the ship.

In the next room, you glimpse something inhuman moving behind a shelf. Inspect the goo dripping from the overhead vent, then go into the next hall.



When you reach the intersection, inspect the blood coming from the ducts. Since the ship is without power, the elevators here are useless at the moment. Go left past the open elevator shaft and continue around to the metal lockers.

PLAYING ON INFERNAL MODE

If you are playing on Infernal Mode, we wish you the best of luck! The opening area is completely different than the one Normal and Casual players find. It's filled with Oozes.

Search the area for handgun ammo boxes, otherwise you won't make it through this opening section alive. The Oozes have substantial health and are difficult to kill before they back you against a wall.

If you haven't played through the game on Normal, then this is the time to decide whether you want to continue on. This sequence is a good representation of the extreme difficulty you will encounter throughout a playthrough on Infernal Mode. Playing through Infernal Mode with New Game+ helps a lot because you will have access to upgraded weapons.

Search the metal lockers for an herb. Then, backtrack and take the first door on the right to enter the dining hall.

A HORRIFYING DINING EXPERIENCE

The dining hall is a mess. Work your way through the wreckage to find the door to the kitchen. Before going in, check the locker on the left for a box of pistol ammunition.

Enter the kitchen and look for the floor grate in the middle of the room. Open the grate, which uncovers a festering biomass and a pistol that is completely covered in gore. Get ready for your first fight!

THE FIRST B.O.W.

This is your first encounter with a B.O.W. (Bio-Organic Weapon). This variety is a basic Ooze enemy: a horribly disfigured ex-crew member of the *Queen Zenobia*. These basic Oozes are vulnerable in all areas, but the head is the weakest point.



This Ooze is a particularly tough one, and it will take a full pistol clip to bring it down. Stay out of melee range and use the table in the middle of the room to keep distance between Jill and the monster.

If the monster gets too close, it will grab Jill's arm and use its ghastly face appendage to latch onto Jill's shoulder. Press the on-screen button to break free before it can do too much damage.

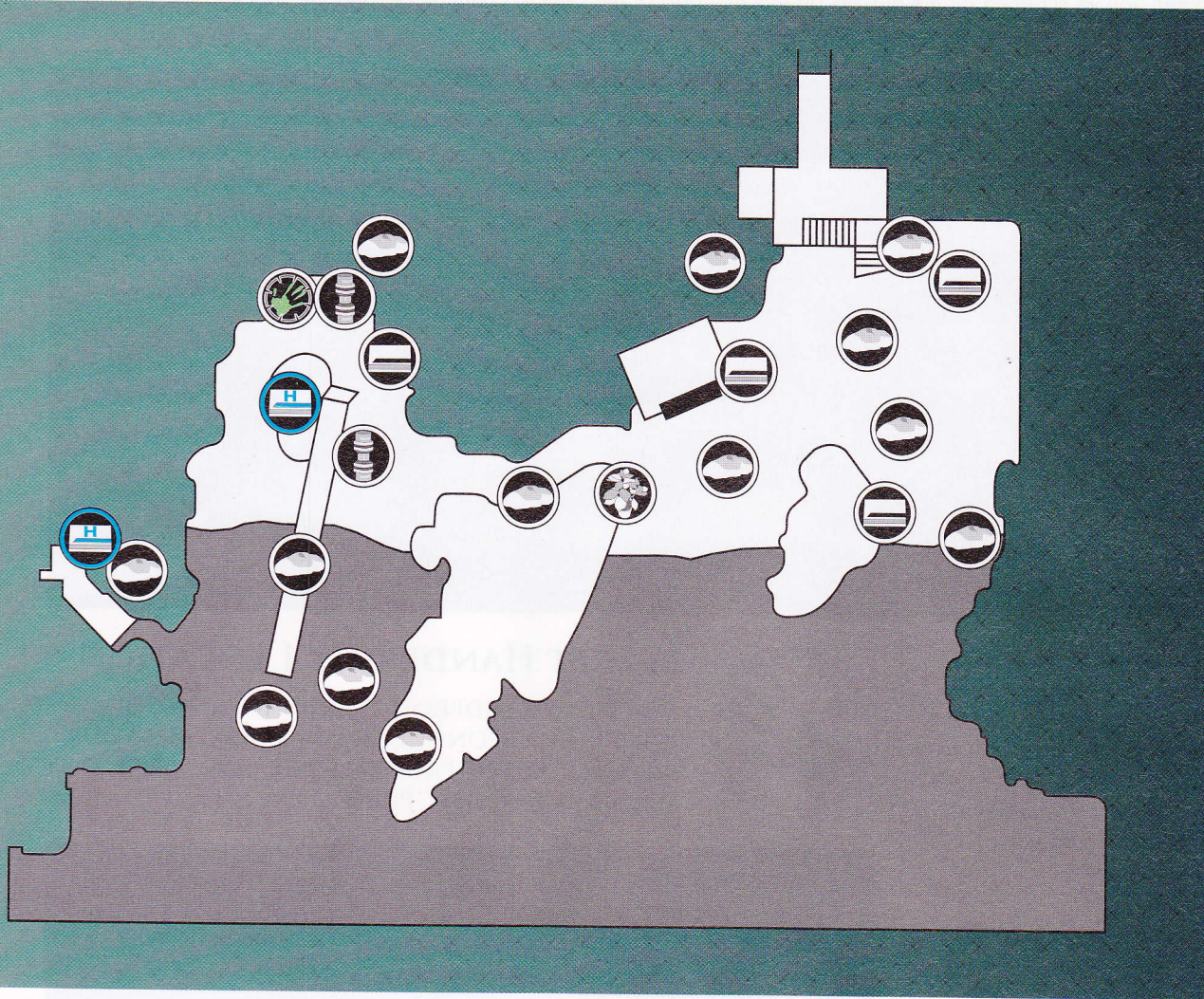


SHIP WRECK

3:50 PM—The Mediterranean Coast

A few hours earlier, Parker and Jill explore a wreck that washed up on the coast near the destroyed city of Terragrigia.

SCANNING THE BEACH



When you regain control of Jill, you now have access to the **Genesis Scanner**. The scanner will be your constant companion through the majority of the campaign. Always scan the environment for bonus items to ensure you have adequate ammo and health.

Jump down near Director O'Brian and use the Genesis Scanner to scan the mound of flesh that is next to him.



Your objective now is to achieve 100% with the scanner to obtain enough information to understand the biomasses. If you are having trouble reaching 100%, refer to the map in this walkthrough for the location of all the biomasses.

Scanning one of the big carcasses in the first area reveals some sort of metal inside. Interact with the corpse after the scan to trigger a short cutscene.

TOUGH GLOBSTERS

Since Jill doesn't have access to her upgraded weapons here, the Globsters aren't much harder in Infernal Mode than those in the Normal game. They have more hitpoints here, so be sure to shoot the monsters in the mouth to take them down as quickly as possible.

When you've scanned all the masses on this first part of the beach, continue beyond the shack to the second part, where a Globster attacks Jill and Parker.



A Globster on land isn't much of a threat because they move slowly. Just keep shooting it in the mouth as it creeps toward Jill. If it gets too close, perform a quick turn and increase the distance.

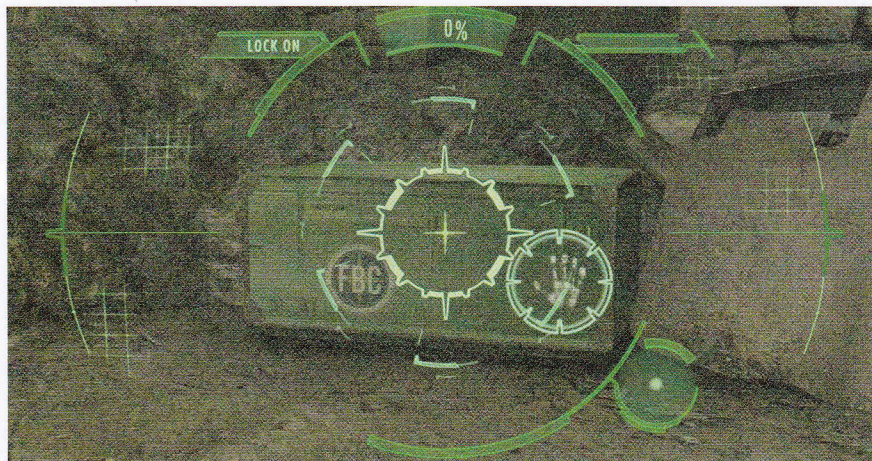
Continue to the second part of the beach and use the map to find enough dead biomass to reach 100% with the scanner. If you are thorough, you can also find more pistol ammo, an herb, and a grenade. But the real hidden prize here is the first handprint.

When you reach 100% on your Genesis Scanner, Director O'Brian summons you back. Return through the cave, but be ready for a Globster to emerge from the shack on your left. Walk back to Director O'Brian to complete this area.



SECRET HANDPRINT 1 LOCATION

THE FIRST HANDPRINT IS ON THE FRONT OF THE FBC WEAPONS CONTAINER. JUST AIM YOUR SCANNER AT THE FRONT OF THE CONTAINER AND SCAN THE INVISIBLE PRINT.

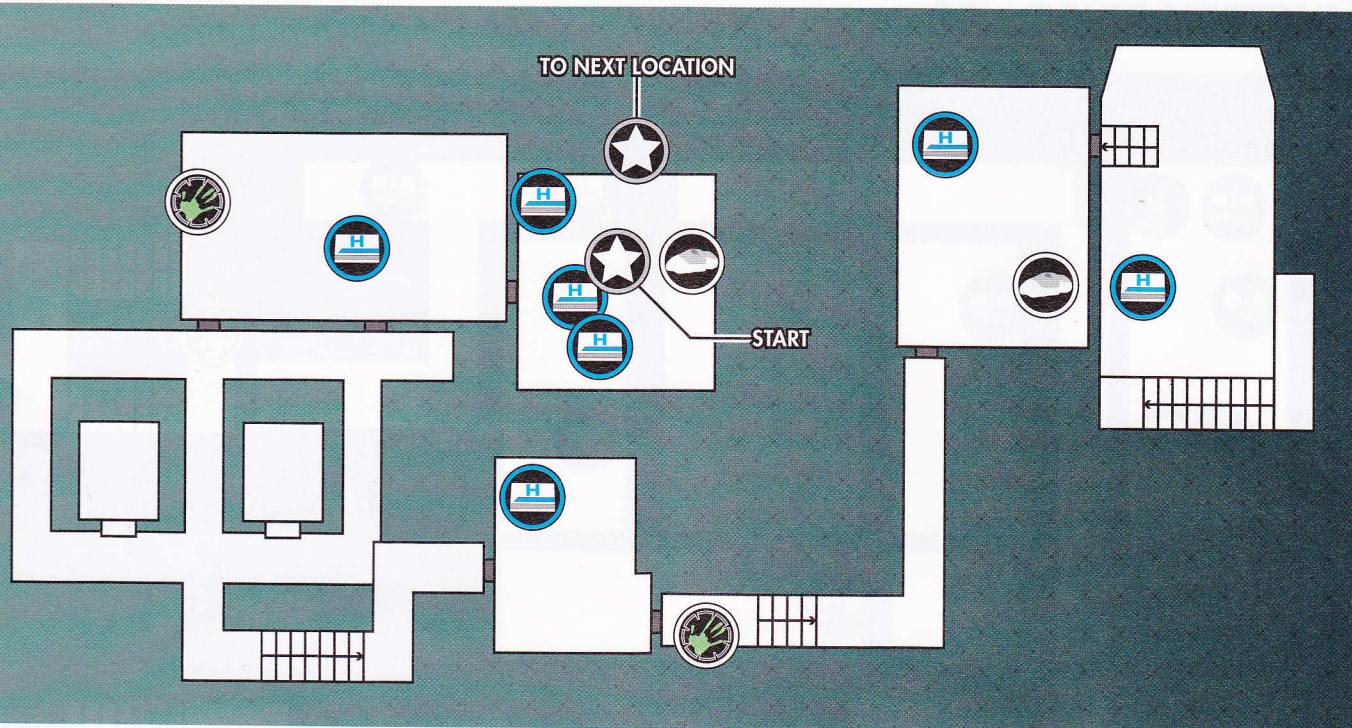


◀ **UNDEAD SHIP**

6:20 PM—Queen Zenobia

Back on the *Queen Zenobia*, Parker and Jill continue the search for Chris Redfield and Jessica Sherawat.

CREW QUARTERS EXPLORATION



After returning to the present time on the *Queen Zenobia*, you are in the same place that the prologue ended. You now have the Genesis Scanner, so you should backtrack a bit to gather a few hidden collectibles before moving on. Refer to the map to uncover abundant hidden ammunition and two hidden handprints.



SECRET HANDPRINT 2 LOCATION

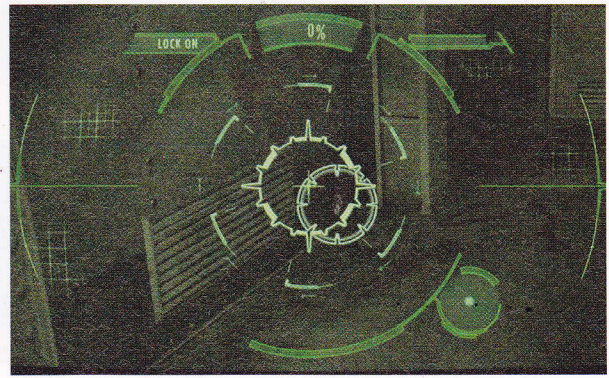
THIS HANDPRINT
IS LOCATED ON THE
SNACK MACHINE IN THE DINER AREA.
BACKTRACK ONE ROOM TO FIND IT.





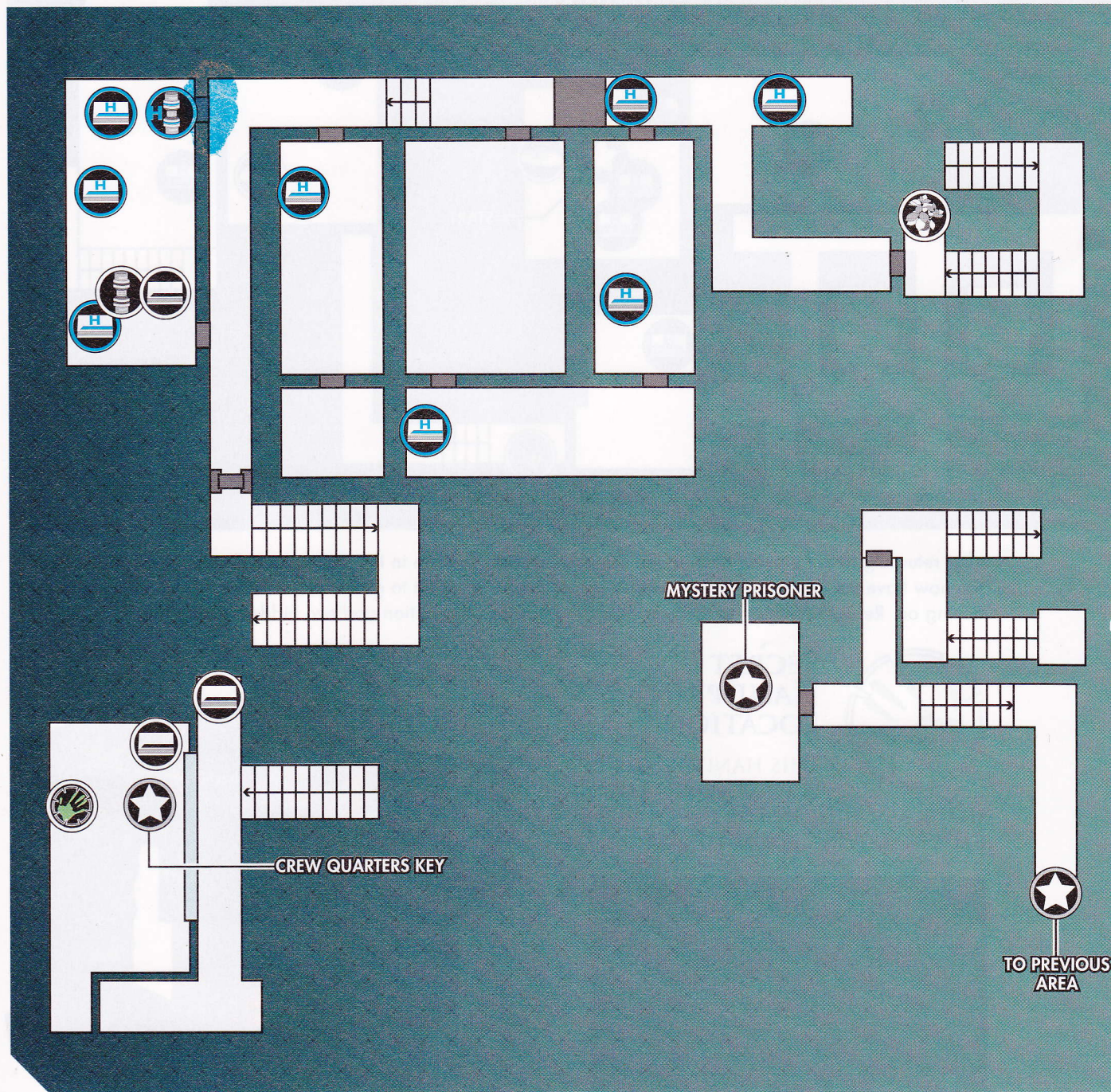
SECRET HANDPRINT 3 LOCATION

THIS HANDPRINT IS MUCH FARTHER BACK NEAR YOUR ENTRANCE TO THE *QUEEN ZENOBIA*. BACKTRACK TO THE CORRIDOR POSITIONED BETWEEN THE ROOM FULL OF BLOODY CORPSES AND THE ROOM WHERE YOU GLIMPSED THE FIRST B.O.W. LOOK FOR THIS HANDPRINT AT THE BOTTOM OF THE CORRIDOR.



When you are ready to continue, exit through the newly opened door in the kitchen.

MYSTERY PRISONER

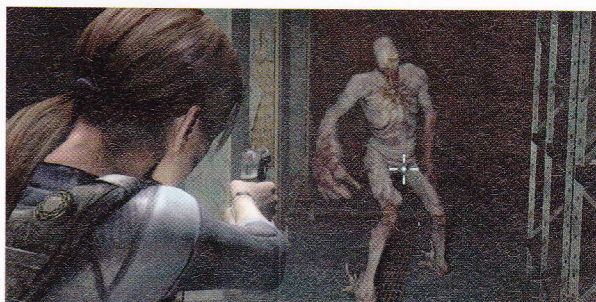


At the end of the hall, examine the closed door with the shutter on it to find a prisoner tied to a chair with their back turned to Jill. Jill thinks this person is Chris, and your new objective is to find a key to access this room.

Continue through the nearby unlocked door to find a staircase heading up and down. The descending staircase is a dead end, so go up. Grab the herb at the top of the stairs and continue through the corridors until you reach the bathroom.

FIGHTING THE WALL BLISTER

On your way down to the basement, you will encounter a gruesome new monster in Infernal Mode—the Wall Blister. When Wall Blisters are curled up and hanging from a ceiling, you can't hurt them. Don't waste ammunition trying to knock it off the ceiling.



Watch the middle stall for a regular Ooze to emerge. Shoot it until it dies and continue on.

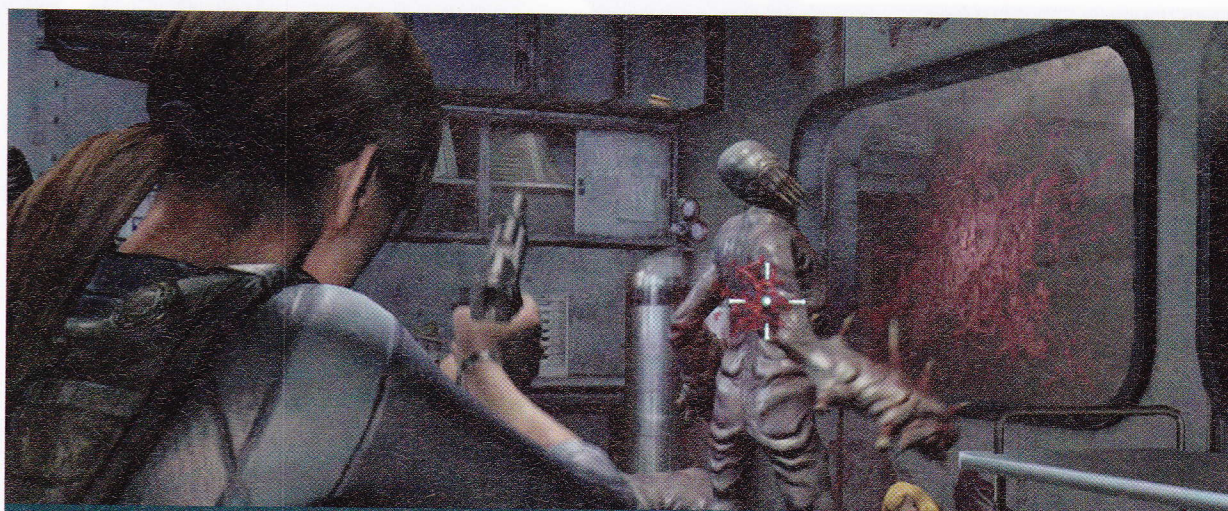
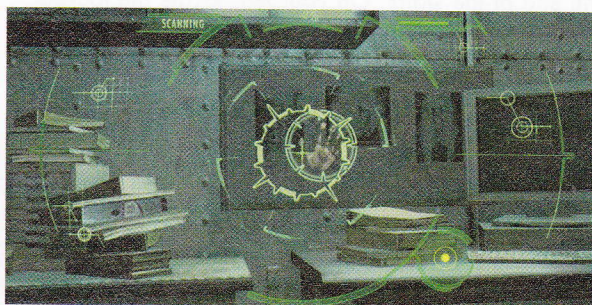
For now, ignore the locked doors along the corridor. Eventually you will reach another set of descending stairs and hear a woman scream. Rush down the stairs, but you arrive too late to help the woman as a pair of Oozes tears her apart.

Walk to the side of this room to find an unlocked doorway. Go inside and shoot down the two Oozes. They are distracted by the fresh corpse, but they will turn and attack you when you start firing. Unload a clip into them and then retreat to the hallway to reload. When you return to the room, they have returned to their victim. You can repeat this tactic until they're both dead.



SECRET HANDPRINT 4 LOCATION

THIS HANDPRINT IS LOCATED ON THE X-RAY BOARD, ACROSS FROM THE WOMAN'S DEAD BODY.



OOZE SCANNING

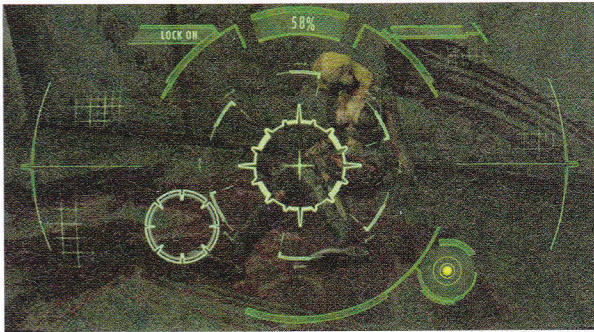
Don't forget to scan the corpses of the Oozes you kill. You won't get too many scan points for these common Oozes, but every little bit adds up!

QUEEN ZENOBIA SHUDDERS

The mystery woman is dead, but if you scan the blood near her body, you can find the **Crew Quarters Key**. Time to head back to Parker.

DODGING MONSTERS

On Infernal mode, the way back up to Parker is absolutely overloaded with Oozes, including the Wall Blister in the crew quarters. Even if you scrounge for ammunition with the Genesis Scanner and have fully upgraded weapons, you will have no chance to defeat all of these monsters. Instead, do your best to dodge through their attacks and you should be able to avoid the majority of combat.



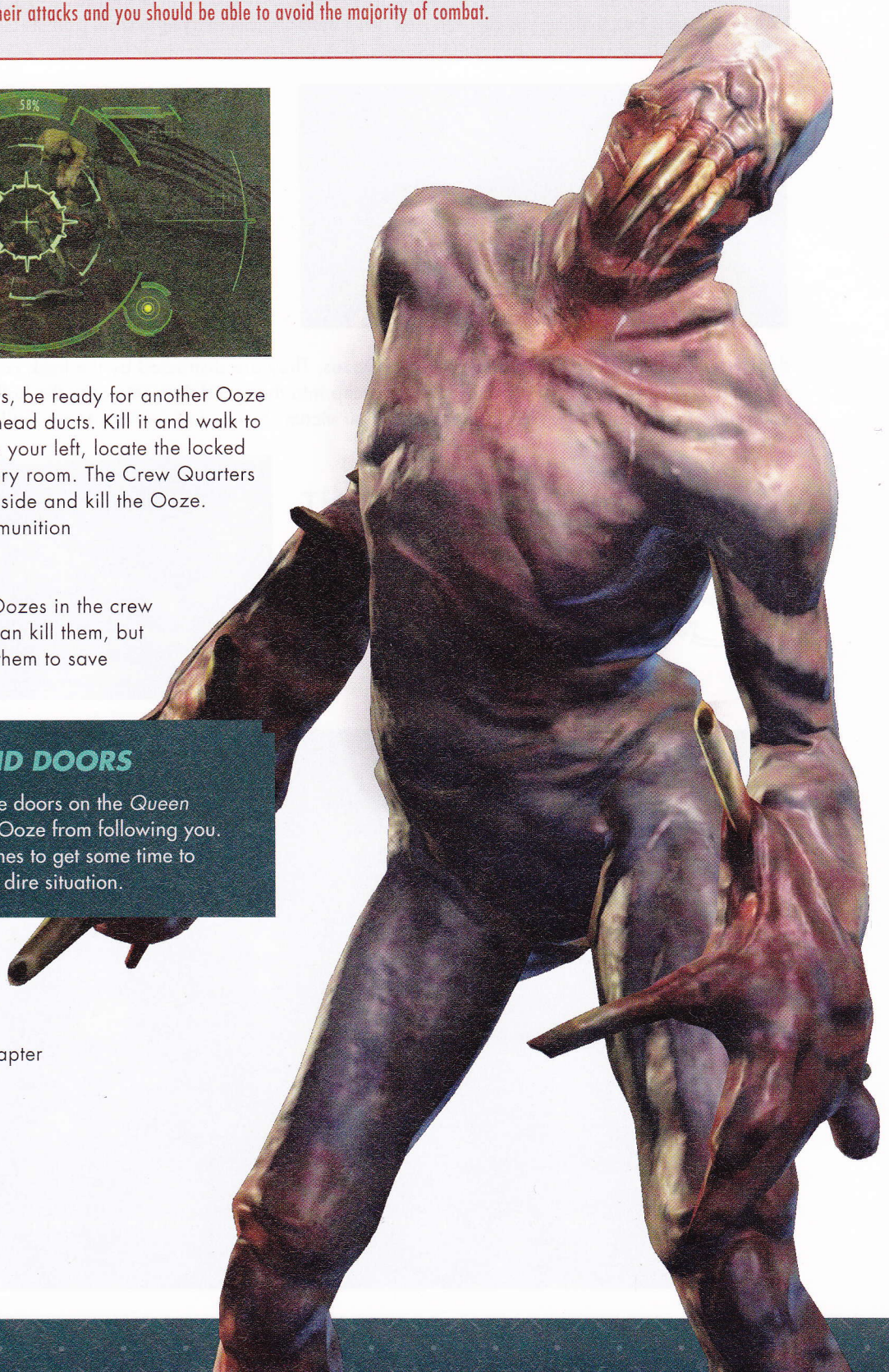
When you return upstairs, be ready for another Ooze emerging from the overhead ducts. Kill it and walk to the end of the stairs. On your left, locate the locked door to the crew's laundry room. The Crew Quarters Key unlocks this. Step inside and kill the Ooze. Search the room for ammunition and grenades.

There are several new Oozes in the crew sleeping quarters. You can kill them, but it's best to just run past them to save your ammo.

SAFETY BEHIND DOORS

In almost all cases, the doors on the *Queen Zenobia* will stop an Ooze from following you. Treat them as safe zones to get some time to reload or to escape a dire situation.

Continue to the door where you saw Chris Redfield tied up. Use the Crew Quarters Key on the door, and the chapter is complete.



EPISODE 2 DOUBLE MYSTERY

WOLF COUNTRY

CHARACTER:
CHRIS REDFIELD

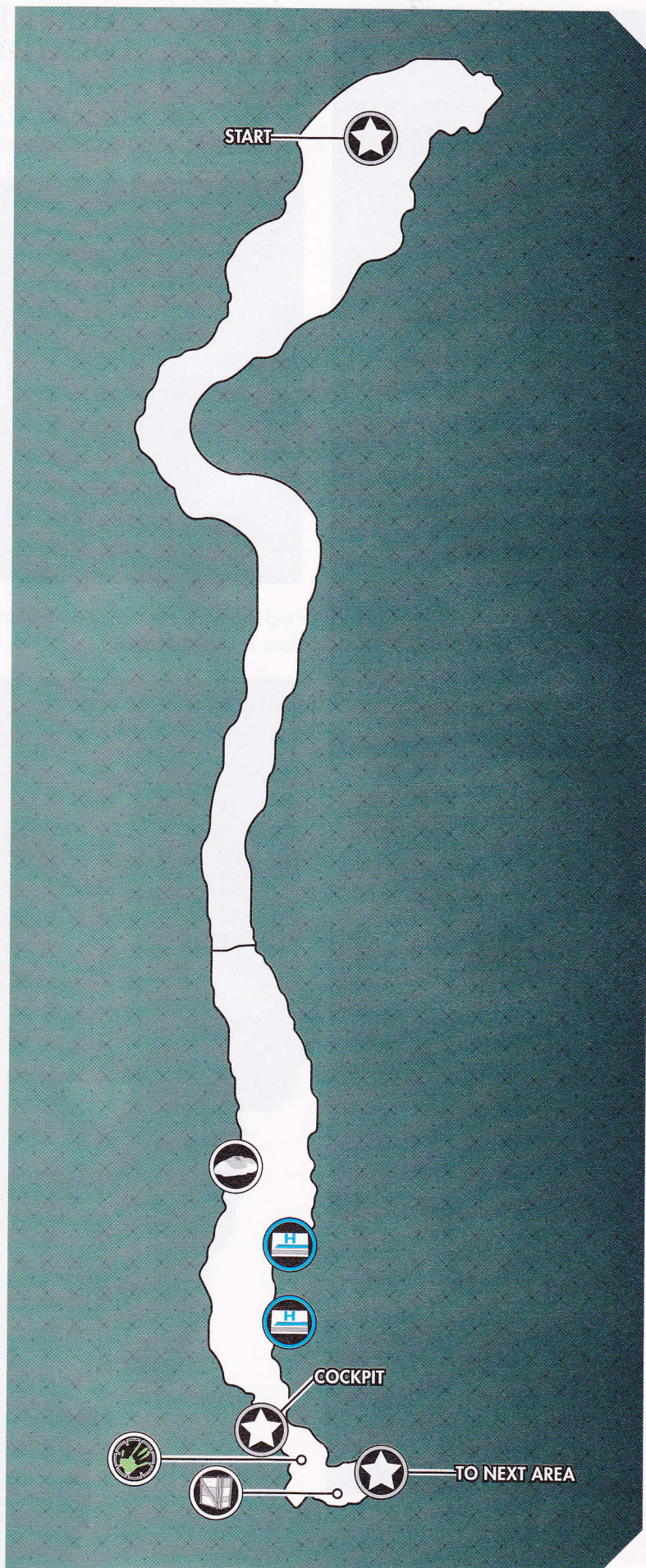


6:42 PM—Mountains in Europe

Chris Redfield and his new BSAA partner Jessica Sherawat are tracking a mysterious signal in the mountains of Europe. Who are they looking for? What will they find?

WINTER CANYON

There's only one direction to go in this snowy valley: forward. Run until you see the airplane crash on the horizon.



GENESIS SCANNER

Like Jill, Chris has access to the Genesis Scanner. Although the items you earn don't carry over past the episode segment, Chris's sequences typically involve a lot of shooting, so always be on the lookout for bonus ammunition.

Continue farther up the trail to investigate the flaming wreckage.

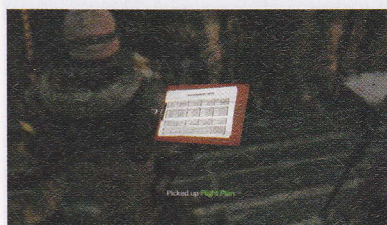
SHOTGUN POWER

Chris' primary weapon is a powerful shotgun. This is quite the improvement over the pistols you've had access to thus far in the game. Use it to blast enemies at close range: the shotgun shell's pellets rip through enemies and inflict massive damage.

Check the cabinets strewn about the canyon to find some scannable biomasses. You can uncover hidden bonus ammunition with the scanner in this outer wreck area.

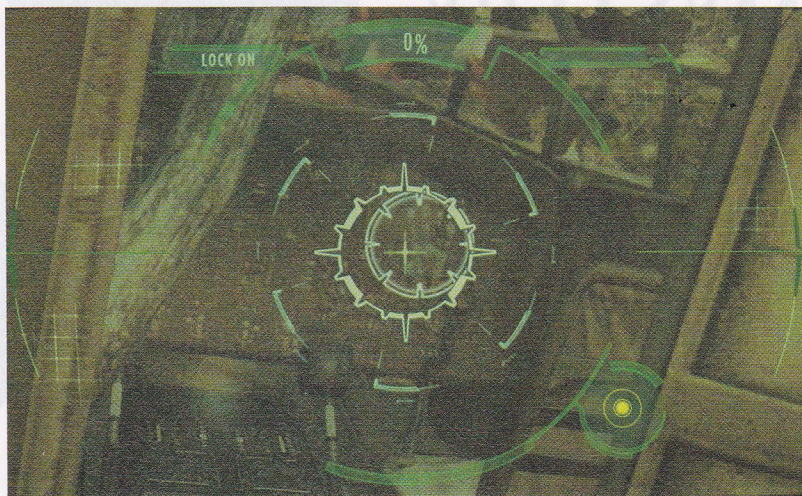


Open the cockpit door and scan the pilot's body for the **Flight Plan**.



SECRET HANDPRINT 5 LOCATION

THIS HANDPRINT IS LOCATED IN THE COCKPIT. LOOK TO THE RIGHT SIDE OF THE PILOT'S CONTROL PANEL.



Find the tunnel entrance on the other side of the plane. Open the heavy door to the next area.



INFERNAL FENRIR

The Infernal Mode Fenrir can kill Chris quickly. Luckily, they don't have a lot of health, so you just need to kill them before they get close enough to bite.

Unfortunately, ammo is much harder to find in Infernal Mode, so you should stick to using your pistol as much as possible and save precious shotgun rounds for emergencies. You should definitely save at least two herbs for the final confrontation. The best way to make this happen is to scan the Fenrirs for data before you kill them. This will make them easier to fight.



DECOY GRENADES

Use B.O.W. Decoys to distract large groups of enemies and to buy time to reload or escape a bad situation.

DOG FIGHT

Reload your weapon, then jump down into the large cavern opening. Be ready for a big fight.

A mixed pack of Fenrir and Black Fenrir are waiting for you in this chamber. Keep moving and use the crates located in the area to make it harder for the mutants to team up on you. Use a B.O.W. Decoy to distract and hurt the group. If you get into trouble, don't forget about the herbs you've been collecting and use one if you take too much damage during the fight.

You will probably run out of shotgun ammo in this section. Don't worry about it because the pistol is still an effective way to kill off the mutant wolves. If you can survive for about a minute, the Fenrir disperse. Search the chamber and continue on the passage beyond.

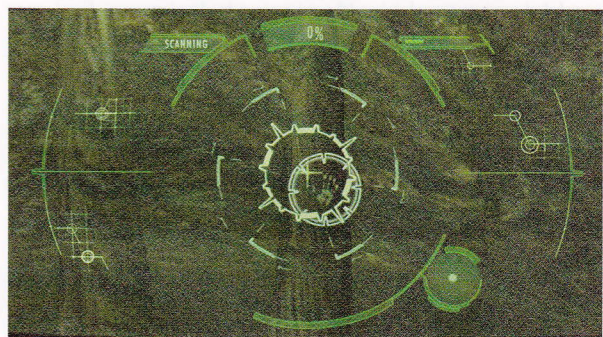
SKIPPING THE DOGS

If you are having trouble with this fight, you can bypass it completely by running to the opposite cliff's edge.



SECRET HANDPRINT 6 LOCATION

IN THE ALLEY JUST BEYOND THE BIG FENRIR ROOM, LOOK FOR A GROUP OF STALAGMITES ON THE LEFT OF THE PATH. THE HANDPRINT IS SCANNABLE ON THE RIGHTMOST FORMATION.



Smash the crates at the end of the passage and stock up on the extra ammo. Outside you find a curving path. Follow it around to where Jessica is standing and then jump down.



A DIRE SITUATION

Unfortunately, Chris doesn't quite make the jump. Jessica is on her way to help you, but you need to hold out against the closing Fenrir pack.

You can't use your shotgun, but you can use your decoys and pistol. Save your decoys for when the wolves get past your pistol. Use them only when Chris is overwhelmed. This is a long fight, so you need to make the explosives last. Chris needs to survive long enough for Jessica to reach him. When she does, she'll help Chris up. Use the nearby ladder to access the level exit.



◀ **TRAPPED!**

CHARACTER: JILL VALENTINE

8:32 PM—The *Queen Zenobia*, Guest Cabin

The mysterious masked man gassed Jill and Parker. Is he part of Il Veltro? If not, then who planned the trap for the BSAA agents?



WHERE AM I?

Jill has recovered and finds herself in one of the *Queen Zenobia*'s guest cabins. However, she's weaponless and separated from Parker. You need to find a way out of this room and locate some weapons!

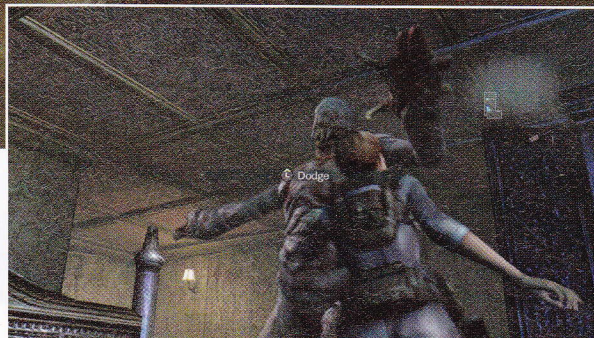
Enter the bathroom by pushing the cabinet that blocks the door. In the bathroom, lift the toilet seat to uncover the **Screwdriver**.

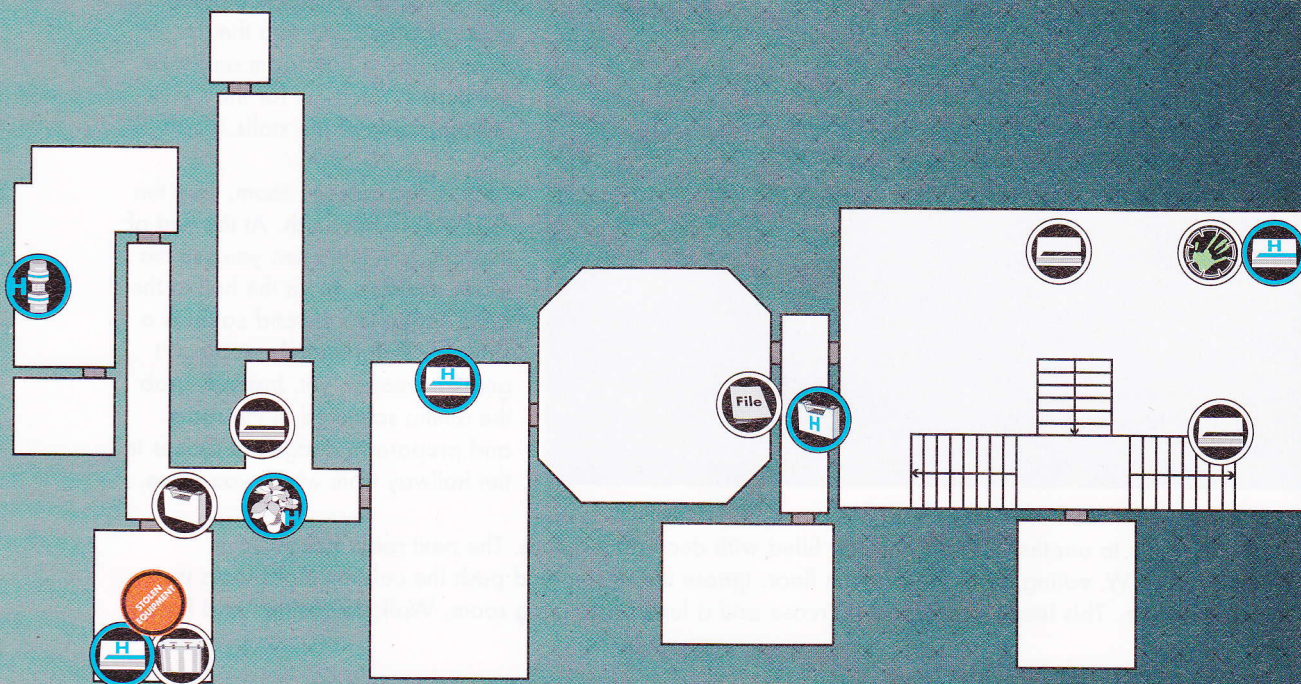
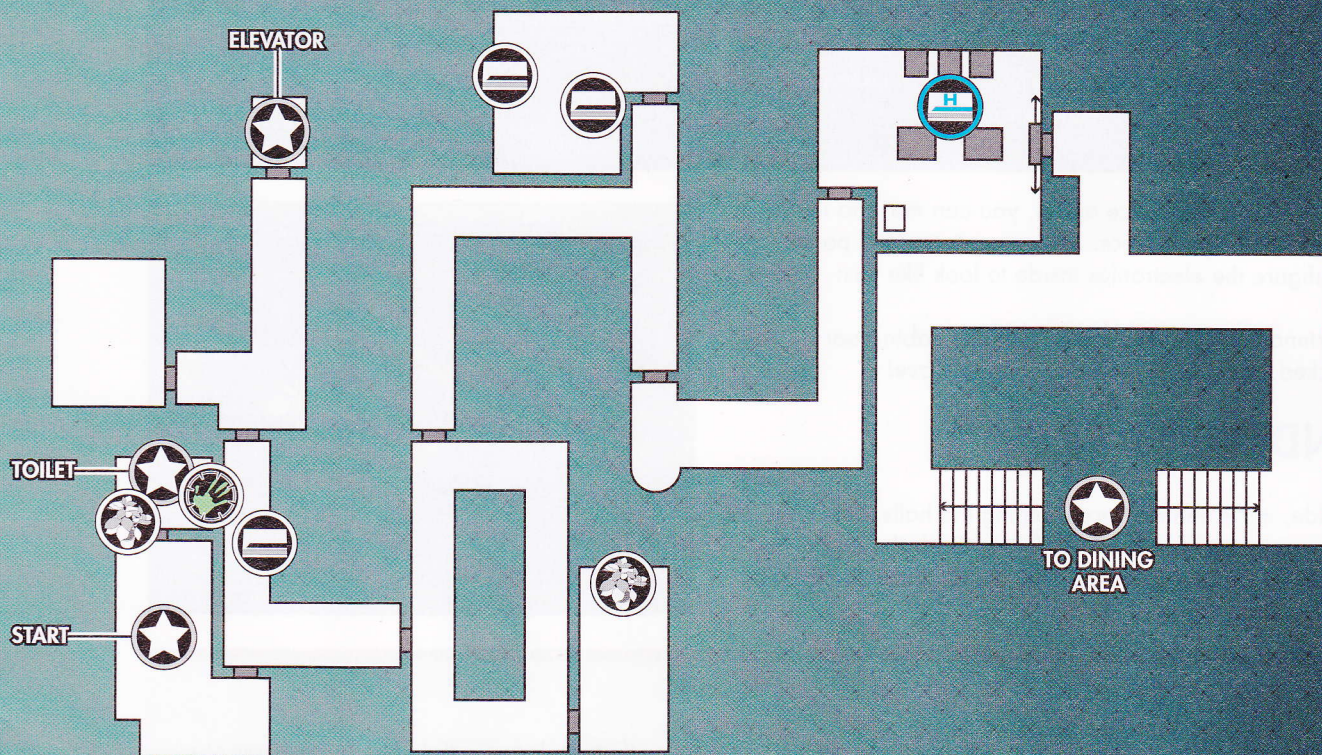
IT'S IN THE TUB

If you are playing on Easy or Infernal Mode, the **Screwdriver** is located in the bathtub.



When you step back into the bedroom, a regular Ooze B.O.W. emerges from the closet. Jill has no defenses at the moment, so you must dodge it. Stand in front of the snowy TV and perform a successful dodge to trick the monster into electrocuting itself.





DODGING

Mastering the dodge technique is no easy feat and requires lots of practice. Remember that the most important part is the timing. Wait until the enemy is just about to hit you before making your move.

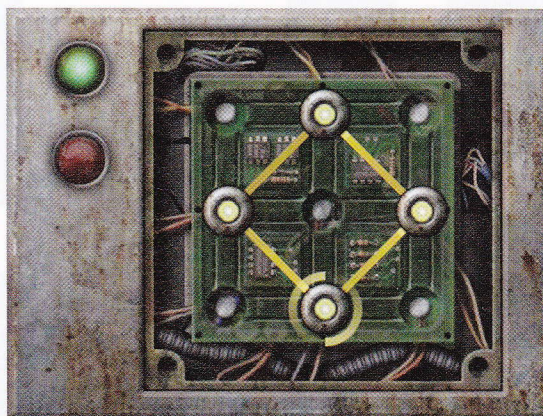
Don't worry if you get a hit a few times while trying to master the dodge. With repetition, you can eventually execute this technique with certainty.

With the room safe once again, you can move to the control panel by the door. After unscrewing the panel, reconfigure the electronics inside to look like this:

Unfortunately, as soon as you have the cabin door unlocked, the B.O.W. revives. Time to leave!

FINDING PARKER

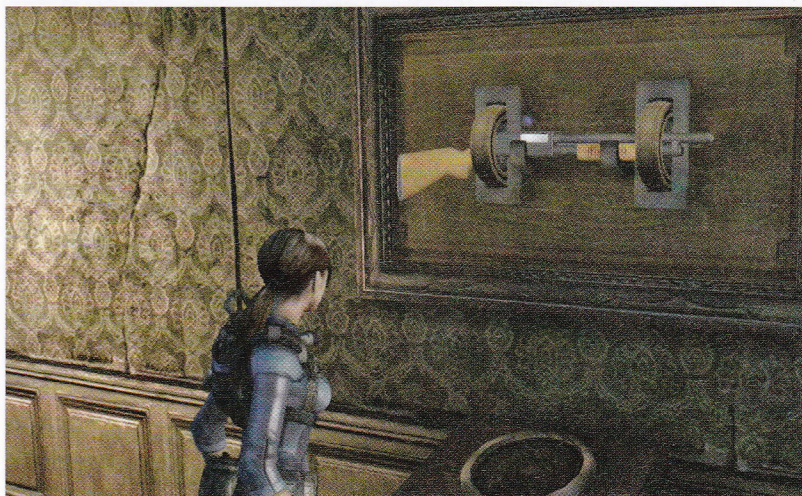
Outside, more enemies are roaming the halls. This will force you to practice more dodging. Grab the ammo on the table here and move past the mutant through the door on the right.



CHALLENGING ENCOUNTERS

The major threat on Infernal Mode is the new Scarmiglione enemy. Scarmigliones are ultra-tough shielded enemies that are challenging even when you are armed to the teeth with shotguns and machine guns.

You encounter this creature in the upstairs hallway just before you enter the museum area. It can completely block off the corridor, so you need to lure it into the wider area of the corridor. Then do your best to dodge its swing attack.



When you reach the rectangular balcony area, step into the far door to find a bathroom and take the herb. Watch out for the Ooze hiding in one of the stalls.

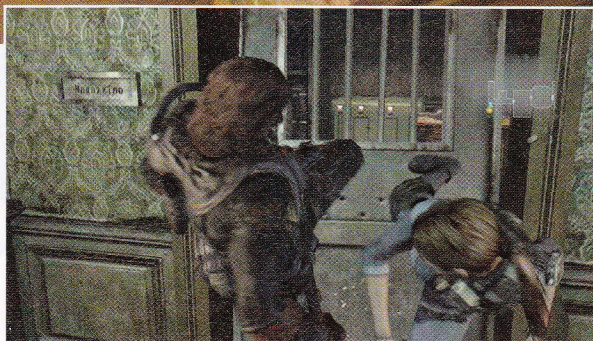
Back in the balcony room, take the doorway to the north. At the end of the hall, turn left when you see the Ooze shambling down the hall to the right. Inside this second cabin is a shotgun. Unfortunately, you can't get this weapon yet. Instead, grab the ammo scattered in the room and prepare to dodge the Oozes in the hallway from which you came.

Follow the hall south to another narrow hallway filled with decrepit furniture. The next room has museum displays and a B.O.W. eating some flesh on the floor. Ignore the enemy and push the cabinet that blocks the door to exit the room. This leads to a grand staircase and a luxurious dining room. Walk downstairs and Parker finds you.



FINDING YOUR WEAPONS

Follow Parker through the door, and he hands you three decoys. The next two rooms are libraries filled with bookcases and regular Ooze enemies. Save the decoys in case you fail a dodge and get cornered by the B.O.W. monsters. Dodge and weave your way through both rooms.



Follow Parker to the room with your weapons in it. Grab the **Custom Parts (Damage 1)** box next to the door. With one super-double-BSAA kick, the metal door falls to Parker and Jill. Time to restock!

Once you have the **Stolen Equipment**, you can use the Weapon Crate for the first time.

WEAPON CRATES

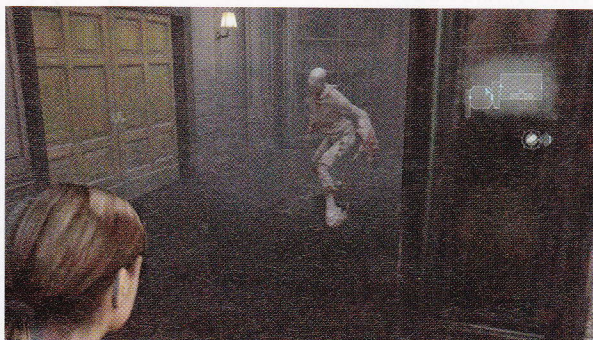
You can only use Weapon Crates while you are playing as Jill. Although you do play the majority of the game as Jill, this is an important factor to keep in mind in the sequences where you are not.

Use the crate to upgrade your M92F handgun and head back outside. Time for some revenge!

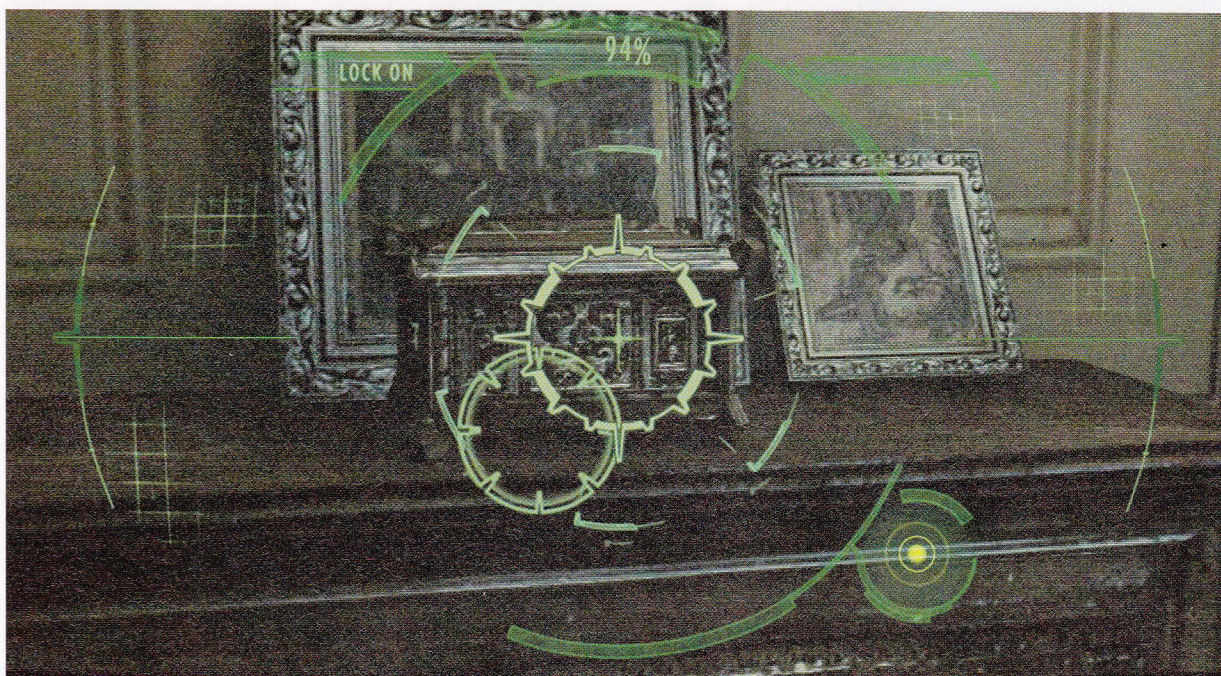
SERVING UP SOME REVENGE

Back outside, head across the hall and enter the door here. An Ooze is inside, so kill it. Parker mentions that this was the room he was stuck in. Search the room with your newly recovered Genesis Scanner and return to the hallway when you are done.

Now it's time to go back through the two libraries. Use your pistol to unload on the monsters inside, and fight your way back to the dining room. Next to the door exiting the second library, you can find the Plants with Medicinal Properties File on a bookshelf.



When you exit the library, scan the jewelry box directly ahead for a secret **Custom Parts (Fire Rate 1)**.

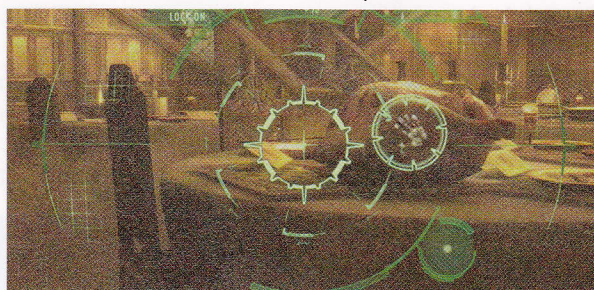


In the dining room, an Ooze creeps out from one of the tables. If you are in need of ammo, search the room to find a couple boxes in the open.



SECRET HANDPRINT 7 LOCATION

BEFORE YOU HEAD UPSTAIRS,
YOU SHOULD FIND THE
SEVENTH HANDPRINT. SEE
THAT BIG TURKEY ON THE NORTHEAST
DINING TABLE? THE HANDPRINT IS
LOCATED ON ONE SIDE OF THE GIANT BIRD.

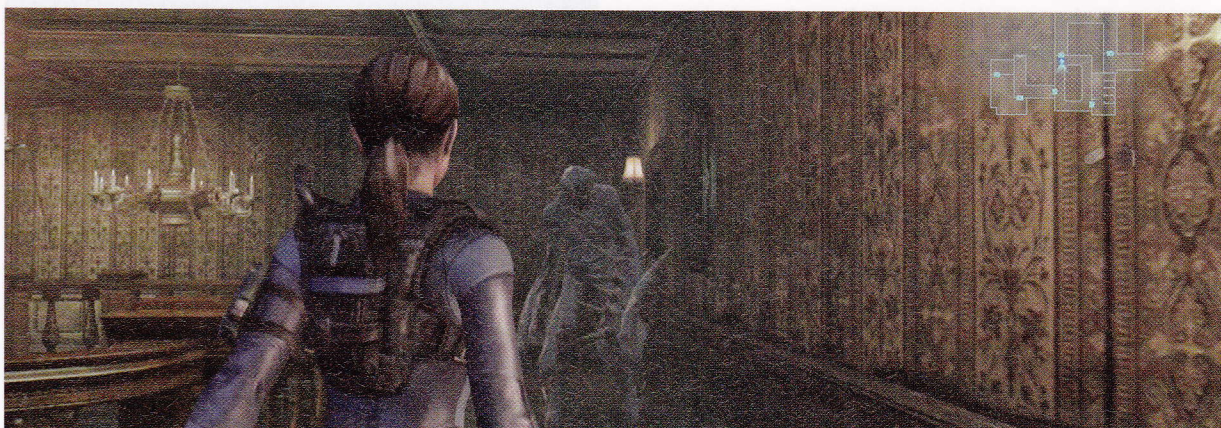


With revenge served in the dining room, it's time to head back upstairs.

TO THE BRIDGE

The room with the display cases contains two more Oozes for you to shoot up. You can easily avoid these enemies, but this area has plenty of pistol ammo if you want to take them out.

Now continue back toward the cabin Jill originally awoke in. The first hall has two regular Oozes, but the second hall has your first encounter with a Pincer Ooze!



Pincer Oozes have deadly spiked arms that they use to whip and slam. These are much deadlier versions of the regular Oozes. You will fight many of these creatures in the future, and this time it's better just to save your ammo and use the balcony to slip past.

Continue into the next hall and smash the lock on the far door. This leads toward the bridge.



SECRET HANDPRINT 8 LOCATION

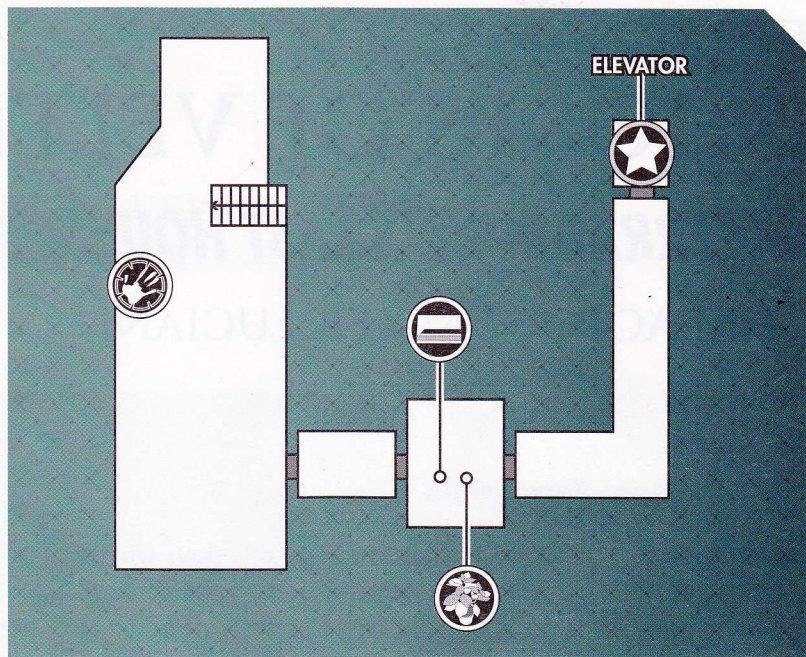
THIS HANDPRINT IS LOCATED IN THE CABIN JILL WOKE UP IN. BEFORE PROCEEDING THROUGH THE PADLOCKED DOORWAY, RETURN TO THE ROOM, KILL THE TV B.O.W. INSIDE, AND ENTER THE BATHROOM. THE HANDPRINT IS LOCATED IN THE SHOWER, JUST BELOW THE SHOWER NOZZLE.



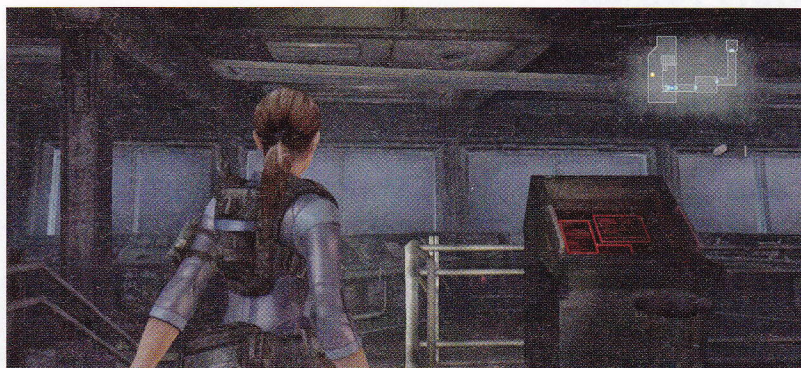
In the next hall, you don't have the Helm Key yet, so summon the elevator up to the bridge.

EXTRA HEALING

If you'd like a bonus herb, you can take elevators down to the Lower Cabins. There you can unlock the door back toward Parker's cabin. The herb is out in the open in the hallway, before the previously locked door.



When the elevator opens, proceed through the halls until you reach the locker room. Search the lockers for some ammo and an herb and continue until Jill notifies Parker that she's found the bridge.



SECRET HANDPRINT 9 LOCATION

THIS HANDPRINT IS LOCATED IN THE BRIDGE, ON ONE OF THE BIG WINDOWS LOOKING OUT AT THE SEA. FIND IT JUST BEYOND THE DAMAGED COMMUNICATIONS WIRES.



Search the bridge for the damaged communications panel to complete the chapter.

EPISODE 3 GHOSTS OF VELTRO

◀ **TERRAGRIGIA'S LAST HOURS**

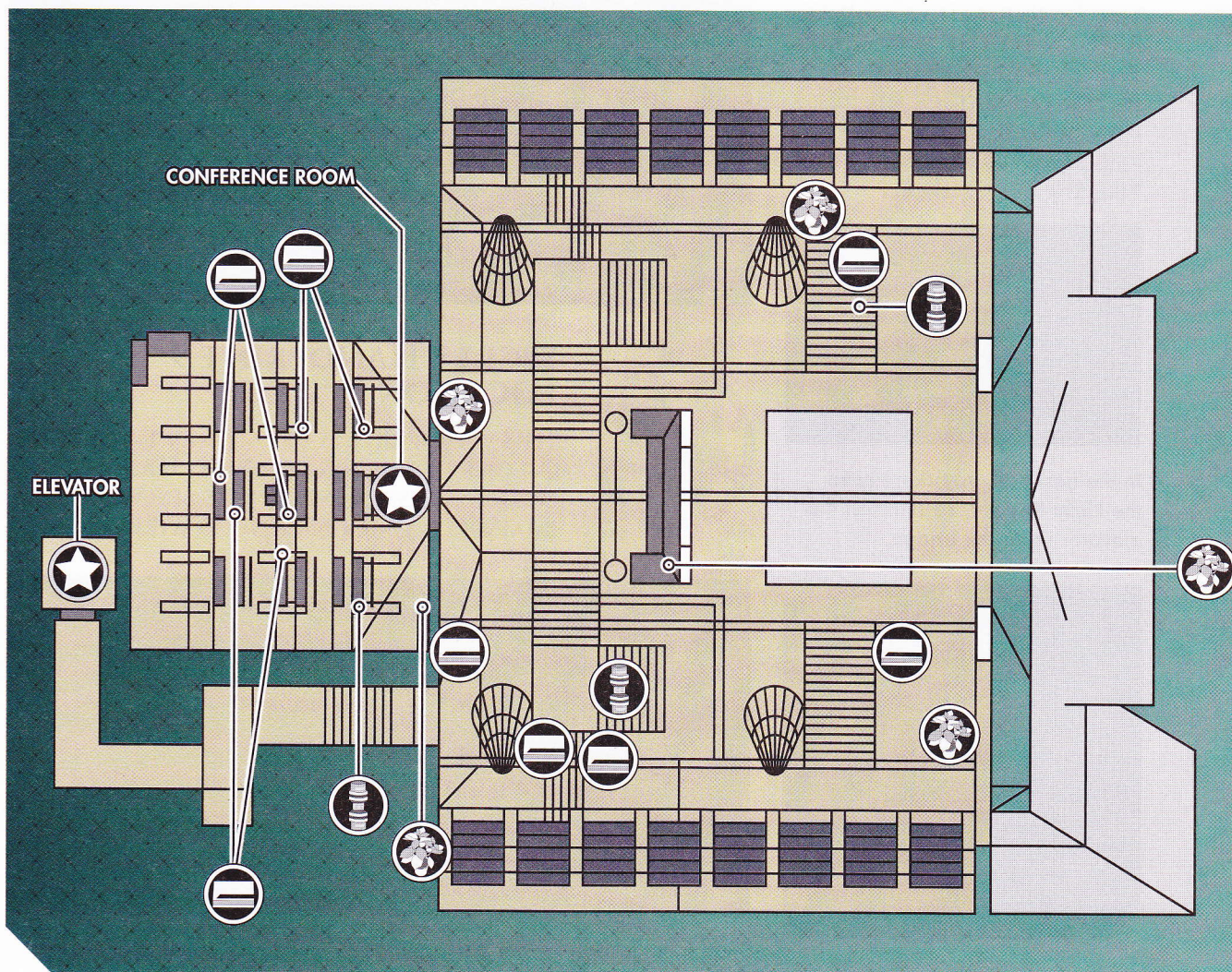
CHARACTER: PARKER LUCIANI

One Year Ago—Terragrigia

This episode begins with a flashback to Parker's days working for the FBC on Terragrigia.



END GAME



When you attain control of Parker, search the room for ammunition, an herb, and a grenade.

Parker is equipped with a submachine gun and a pistol. You will not run out of ammunition for your submachine gun as long as you aim carefully and fire in bursts. Feel free to use the this weapon liberally for Parker's missions.

NO GENESIS SCANNER

Since this episode flashes back to a much earlier time (and a different agency entirely), you no longer have access to the Genesis Scanner.

Throughout this sequence you will be teamed with Jessica Sherawat (Chris' partner in the present). When the back door to the classroom opens, follow Jessica down the stairs to the lobby. There you will encounter your first group of Hunters!

DIFFICULT HUNTERS

On Infernal Mode, the challenge of this special Terragrigia flashback isn't the Hunters' offense. Yes, they do more damage than on Normal mode. But they don't have any extra health, so they go down quickly.

The real difficulty is that you don't have as much ammunition in each area. Avoid as many fights with the Hunters as you can. Be sure you have enough ammo to make it to the end.

The pack of Hunters streams down from the walkways overhead. Keep moving around the room and stay away from corners to avoid getting sandwiched by a large group of these fast-moving monsters.



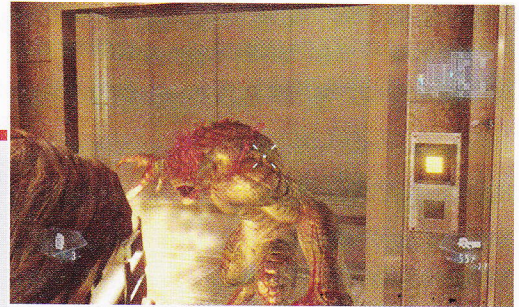
Herbs and ammunition are plentiful around this large entranceway. As you move from corner to corner battling Hunters, watch for items that can replenish your stocks.

Keep up the killing, and eventually the Hunters stop attacking.

AMMO CONSERVATION

If you want to save ammo, run up to the elevator at any time during this sequence. You don't need to kill all the Hunters to enter the elevator.

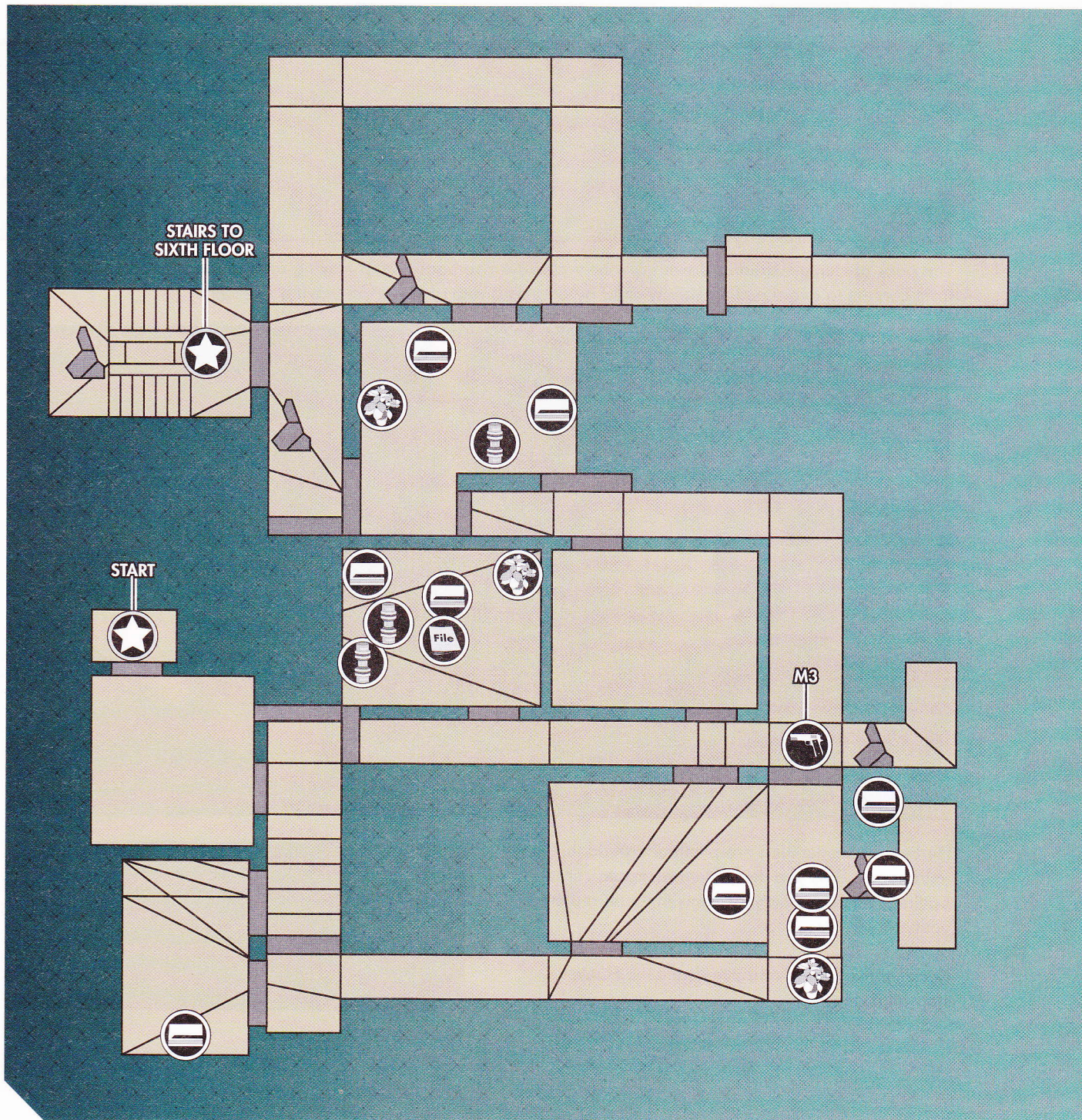
Follow Jessica to the upstairs elevator and be ready to make a quick dodge when you open the elevator door. A Hunter is stuck inside and attacks Parker immediately when you open the door.



ELEVATOR FULL OF HUNTERS

Watch out for this elevator on Infernal Mode because it's filled with Hunters. Toss a grenade inside and immediately retreat after hitting the elevator door button. If you ran from the Hunters in the opening area, avoid getting sandwiched between the two groups.

BROKEN ELEVATOR



The elevator doesn't make it all the way to the heliport, so you must fight your way to the top. There's only one path here. Many of the doorways are blocked with debris or locked. Follow the halls to the storage room. Watch out for a Hunter bursting through the glass on your right.

In the next hall, you find a barricade with a pool of blood in front of it. Jump this barricade and collect the herb. Ammunition is available here, but if you head down the corridor, it will trigger a group of Hunters. The risk of fighting an extra group of Hunters is probably not worth a few extra rounds of ammunition.



After clearing the area, jump back over the barricade and open the north door to enter a conference room.

OFFICE POLITICS

Have your pistol ready and enter the office. The Hunter in here will try to land a cheap shot while Parker is wrangling with the door. Dodge out of the way and kill the Hunter before exiting the other side of the room.

Look to your right to find the M3 shotgun. This is a great weapon to use against Hunters because it can knock back two to three of them at once. You should have already found some shotgun shells scattered around the level.

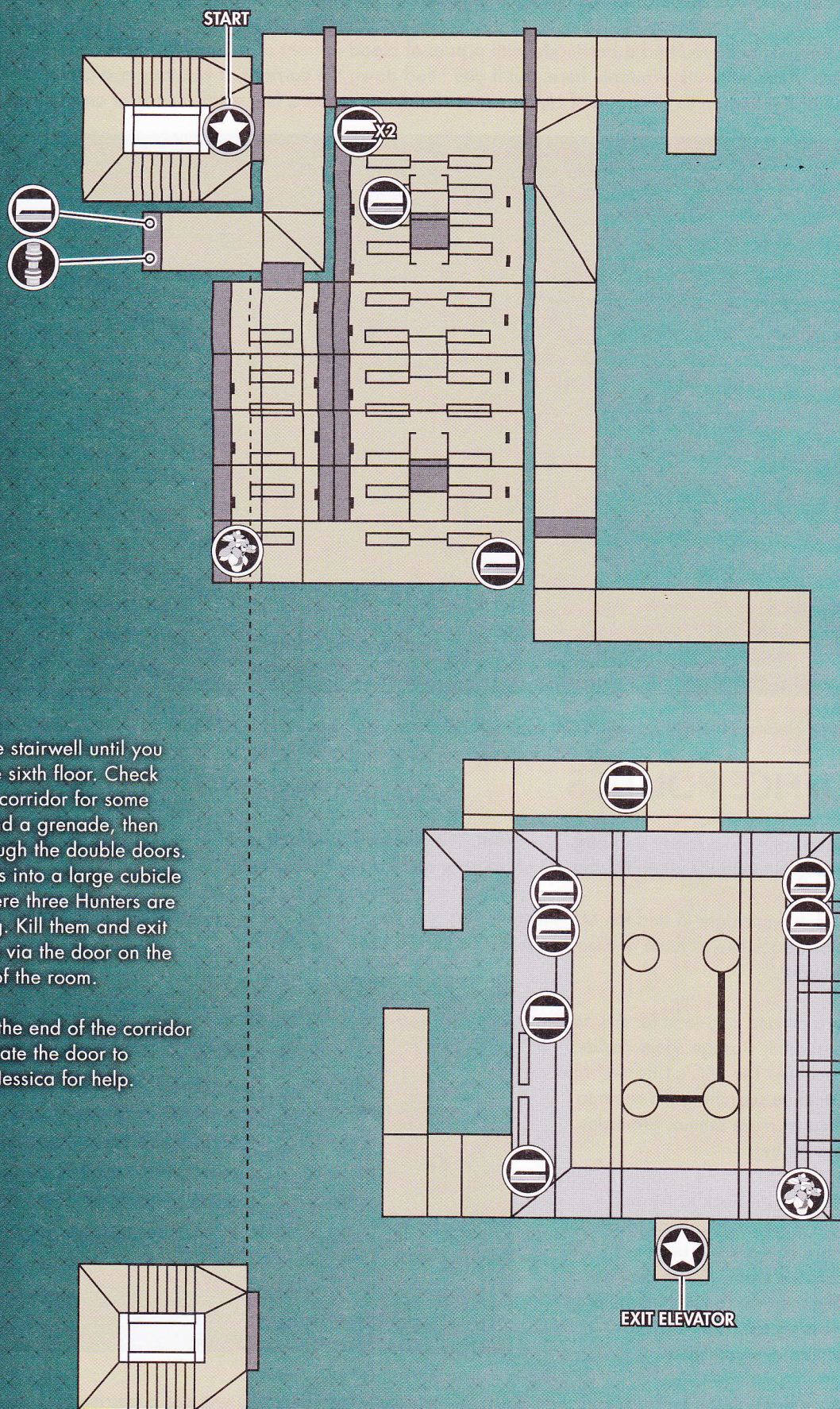
Turn around and look for the door to another storage room. Inside, discover "The FBC's Charter" file. Continue searching the room to uncover more ammo, grenades, and an herb.

Now return back to the hall where the shotgun was located. More Hunters will burst out from the walls. When they do, take the time to kill them before pressing forward to avoid getting overwhelmed.



Move through the locker rooms then down the next hallway. There you will see a barricade. Hop it and follow the hall around to a staircase leading up.

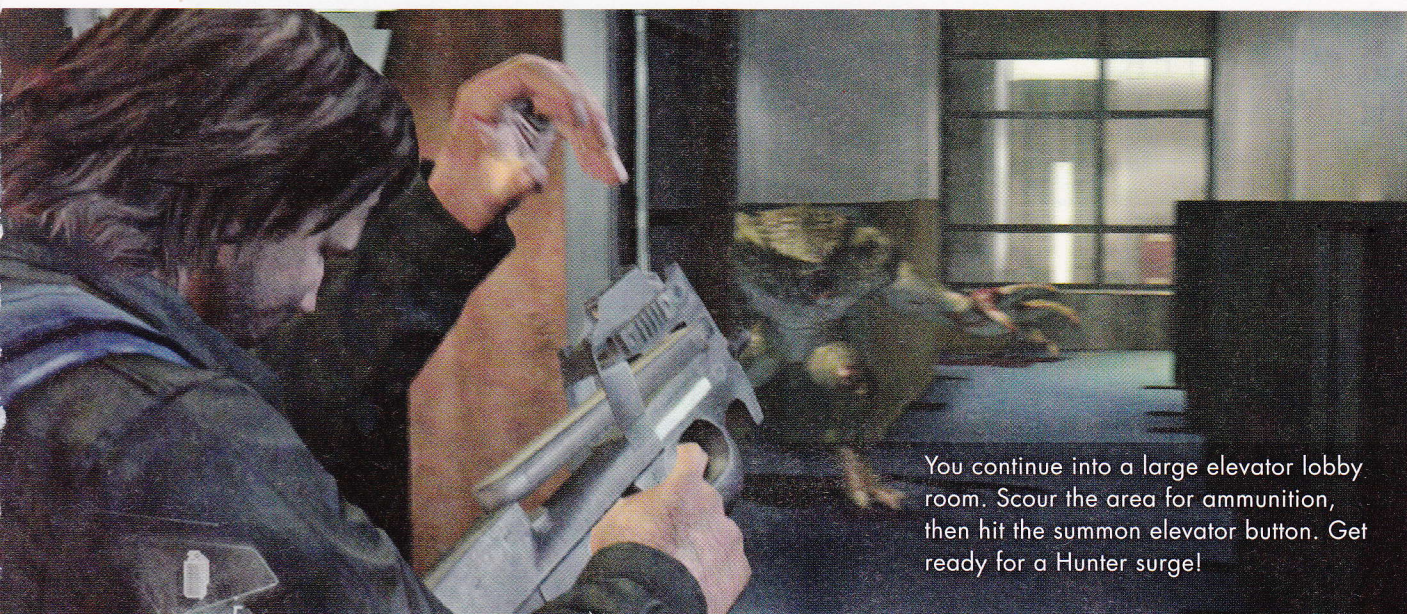
THE SIXTH FLOOR



Climb the stairwell until you reach the sixth floor. Check the right corridor for some ammo and a grenade, then step through the double doors. This leads into a large cubicle area where three Hunters are patrolling. Kill them and exit the office via the door on the far side of the room.

Move to the end of the corridor and activate the door to summon Jessica for help.

ELEVATOR SHOWDOWN



You continue into a large elevator lobby room. Scour the area for ammunition, then hit the summon elevator button. Get ready for a Hunter surge!

When the Hunters start flowing in, don't get stuck in a corner. Instead, keep moving around the room and, with the submachine gun, mow down any Hunters that get in front of you. Remember that you also have grenades. Use them on Hunter clusters to conserve ammunition.

KEEP MOVING

On Infernal Mode, if you stay in the main elevator area, it's too easy for the Hunters to land a cheap shot on you. Instead, retreat all the way back down the way you came. At the dead end, you will find a lengthy corridor that you can defend more easily against the horde of approaching Hunters. Be sure to save your herbs for the final push into the elevator once the door opens. (A short cinematic will play.)



LEFTOVER AMMO

One cool feature of *Revelations* is that if you are already full of an ammunition type, you will only take as much ammo as you need out of an ammunition box. If you filled up on submachine gun ammunition before starting this fight, return to the boxes scattered around the room to pick up any leftovers after you've emptied a few clips.

After you've battled Hunters for a couple minutes, the elevator doors open. Run inside and use your shotgun to keep the elevator entrance clear of Hunters. Once Jessica is inside, hit the door buttons to close the elevator.

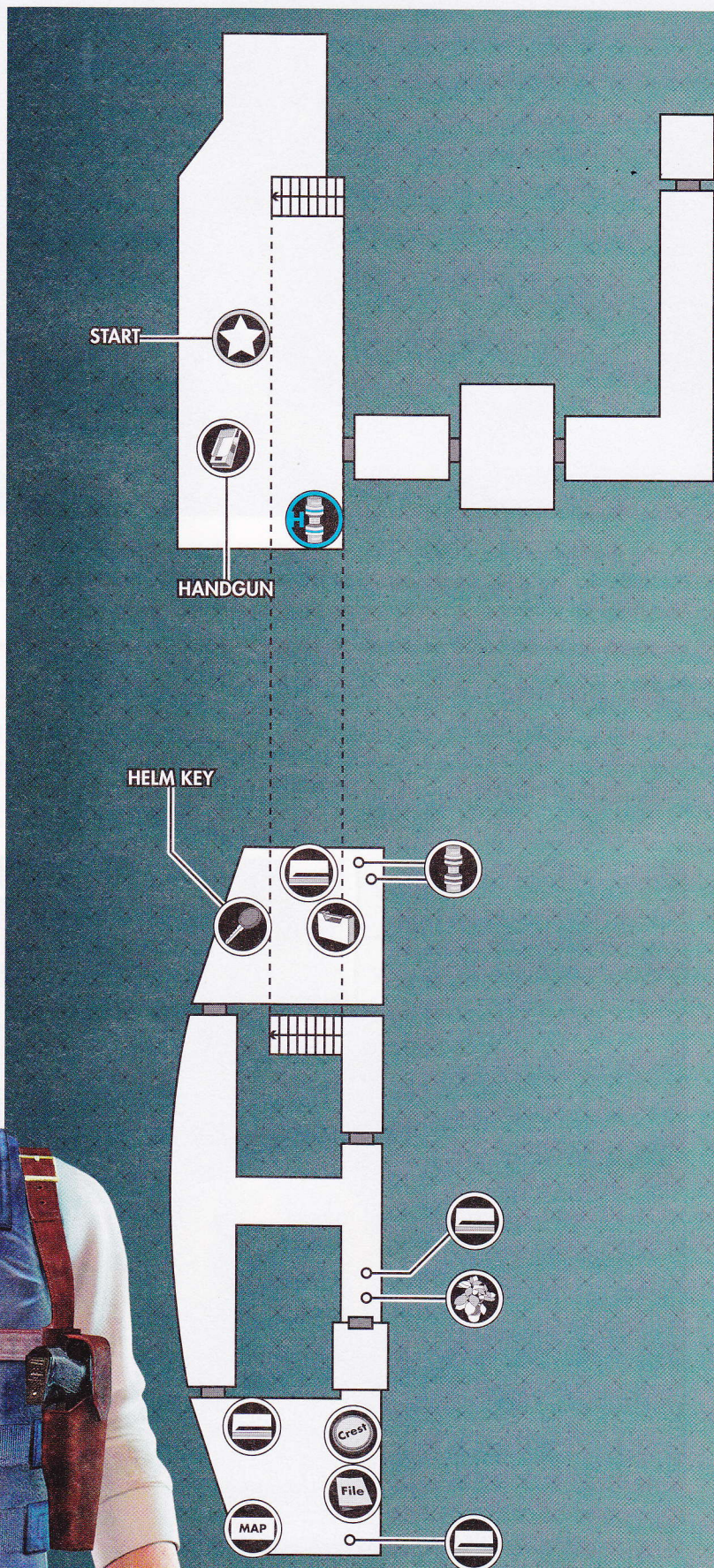
◀ MAYDAY... THIS IS THE QUEEN ZENOBIA

CHARACTER:
JILL VALENTINE



9:00 PM—*Queen Zenobia Bridge*

FBC agent Raymond Vester was the mysterious man Jill and Parker encountered on the bridge. He's evasive about why he and the FBC are on the *Queen Zenobia*. Before Parker can interrogate him further, he disappears into the bowels of the ship.



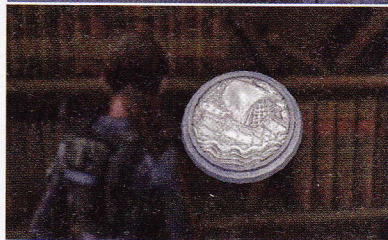
CAPTAIN'S QUARTERS

When you are in control of Jill on the Bridge again, search the console for the **Handgun Ammunition Upgrade** (assuming you didn't grab it in Episode 2). Then follow Parker to the lower bridge area.

BACK TO THE PRESENT

This level picks up exactly where the Jill and Parker chapter finished in Episode 2. If you missed anything, you can backtrack and take the elevator back down to the crew quarters. Just be aware that there are a lot of monsters repopulating the area.

Through the downstairs door, you will discover another inoperable elevator. Approach an open door on the north side of this area. Enter it to discover a large captain's quarters full of equipment. Clear out the cabin (everything is in plain sight) and grab the **Helm Key** and the **Damage 2 Custom Parts**.



Exit the room's south side and unlock the door with your newly-acquired key. This leads to a captain's quarters. Search the back room for the **Crest**. You can also find the "History of Queen Zenobia" file near the Crest.

If you have a weak stomach, avoid investigating the captain's chair.

Before you can exit, grab the **Upper Interior Map** on the wall across from the deer head.

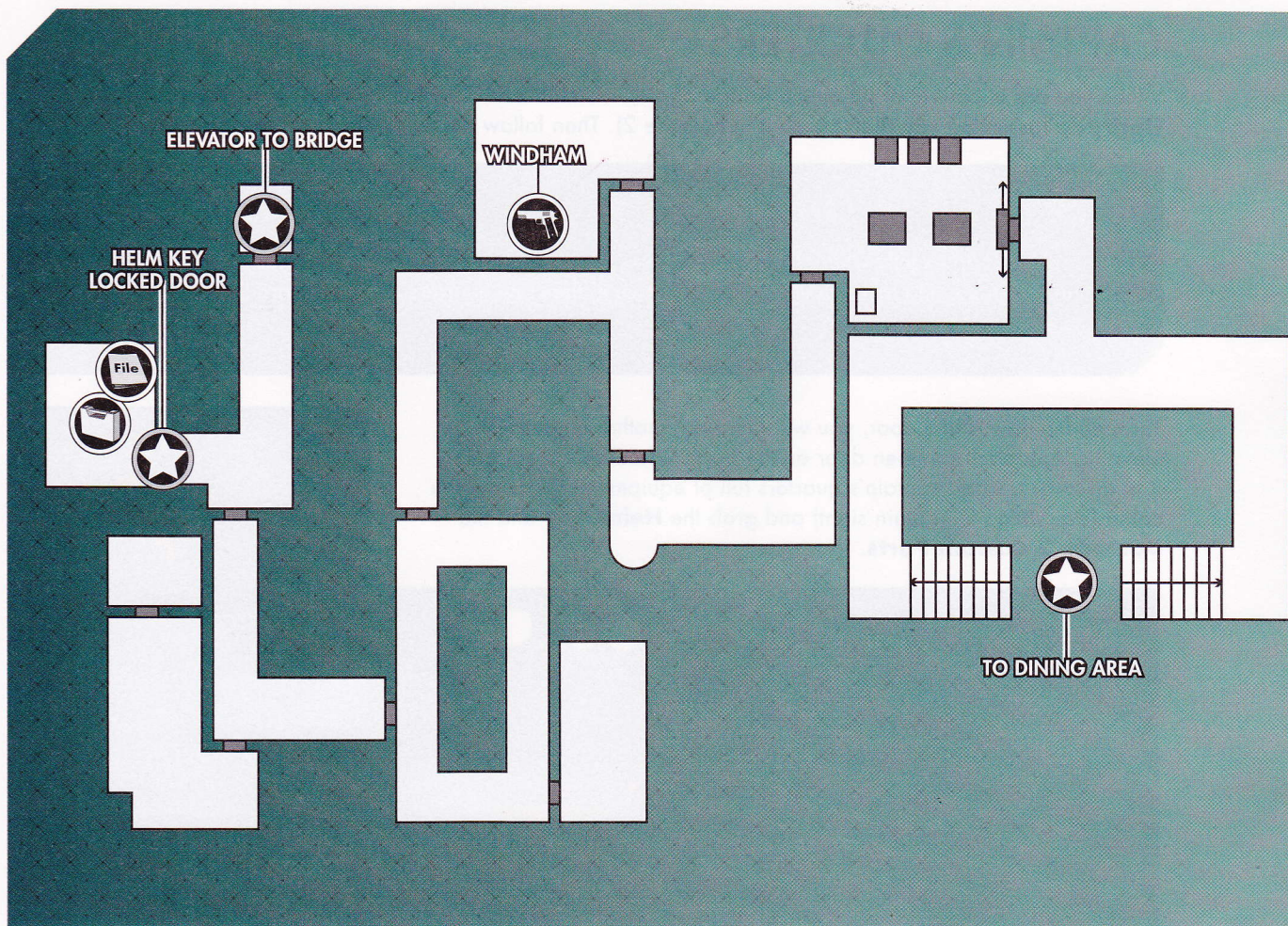


AMMO RESERVES ON INFERNAL

You have less ammo in this level than when playing through on Normal. This is somewhat compensated by the increased power of your upgraded weapons (provided this is your second playthrough). But you still need to reserve as much ammo as you can for the final fight in this episode.

Do your best to avoid any monsters that can be side-stepped.

You've done all you can here, so head back to the upper part of the Bridge and you get a new objective: find the Emergency Communication Room.



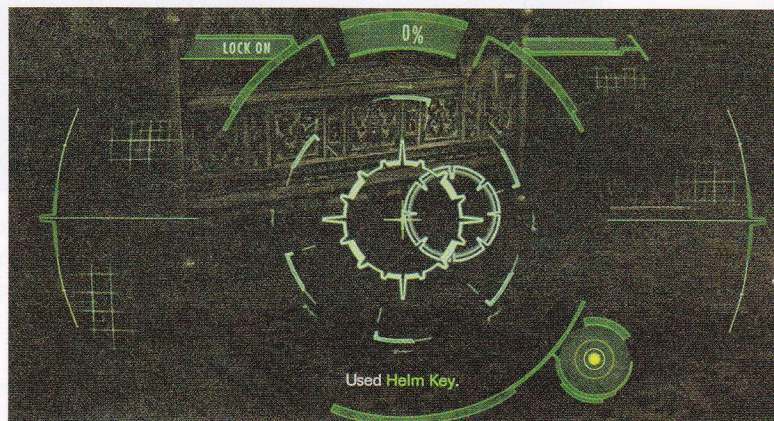
ROOM 303

Backtrack to the elevator you used to access the Bridge in Episode 2 and take it to the Upper Cabins.

The Helm Key opens the door to room 303. Look for the "Note Found in Room 303" file on the low coffee table on the right.

Scan under the bed for some **Illegal Custom Parts (Burst 1)**.

GETTING THE BOOMSTICK



Now is the time to retrieve the Windham Shotgun. Getting this shotgun is entirely optional, but it's on the way to the next area. The Windham is locked up in the room where you saw it in Episode 2. Use the map to navigate back to this room. Killing the B.O.W. monsters that get in your way is not necessary.

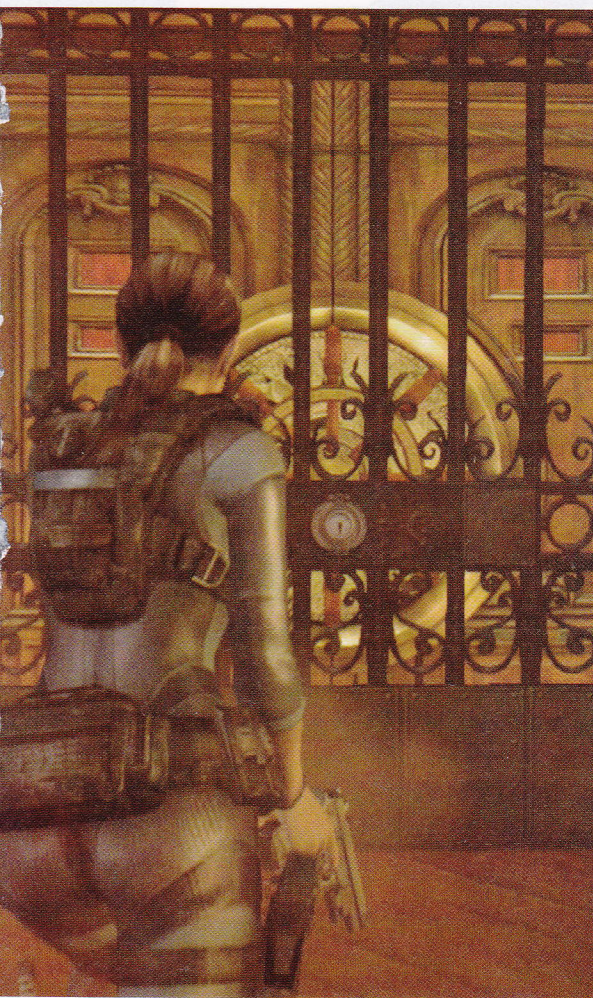
Use the Crest on the hole below the shotgun to retrieve it. Be prepared for an Ooze that slides out of the closet on your right and immediately attacks you!

A GRAND HALL

With the shotgun in hand, you must now fight your way back to lower dining area. It is marked on this the map in case you don't remember how to get back.

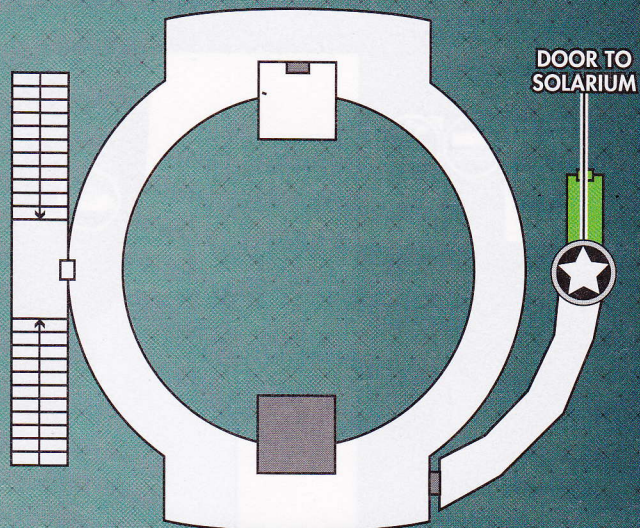
On your way to the dining area, you will encounter your first Shooter Ooze enemies. These hideous beasts shoot small bone projectiles at you. However, it's easy to dodge their attacks, and they don't have much health (even less than regular Oozes).

Once you're in the dining area, use the Helm Key on the black gate. This opens access to the large ship's wheel door. Turn the wheel to enter the giant hall.

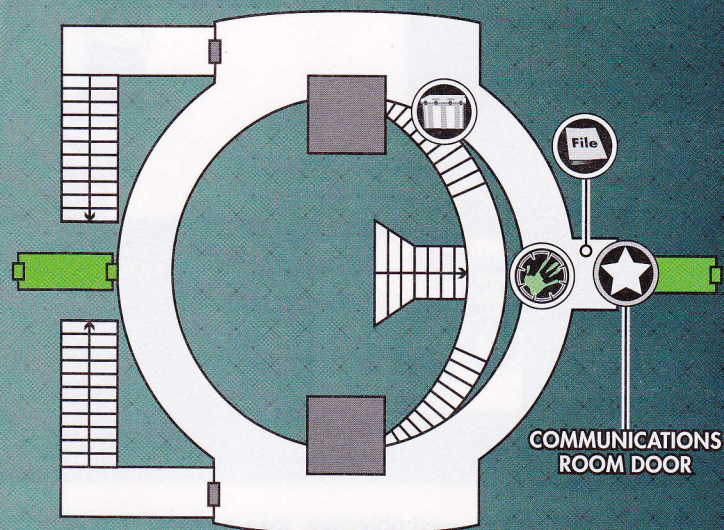


You are on the second floor of a three-story ballroom, which your in-game map refers to as the "Hall."

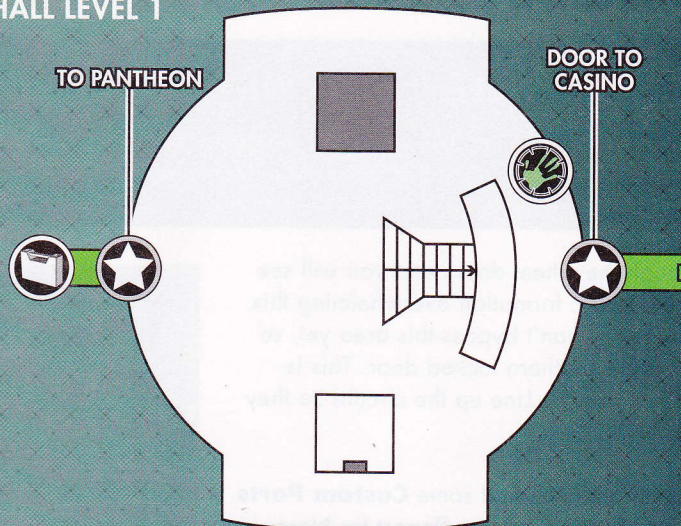
HALL LEVEL 3



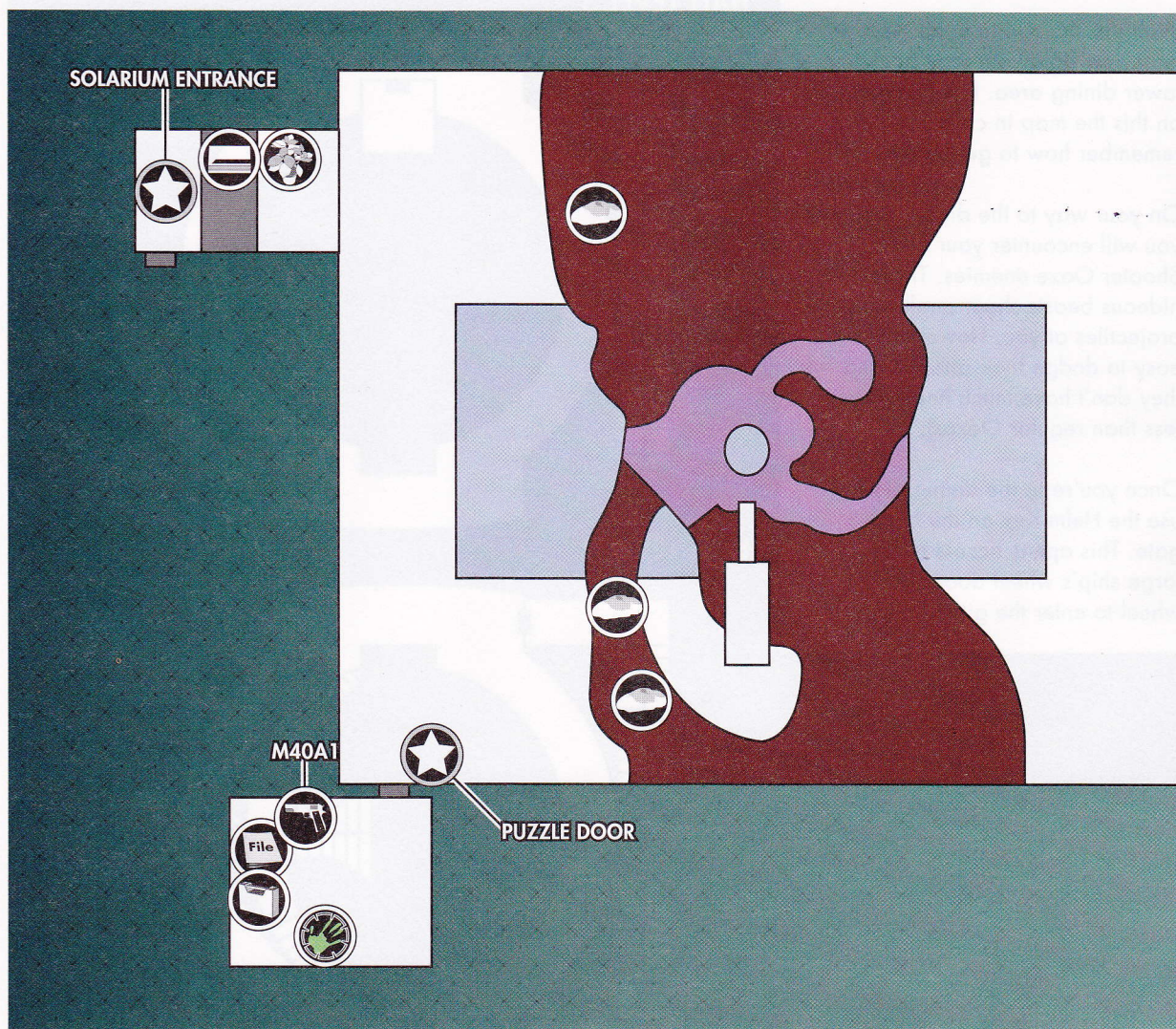
HALL LEVEL 2



HALL LEVEL 1



THE SOLARIUM



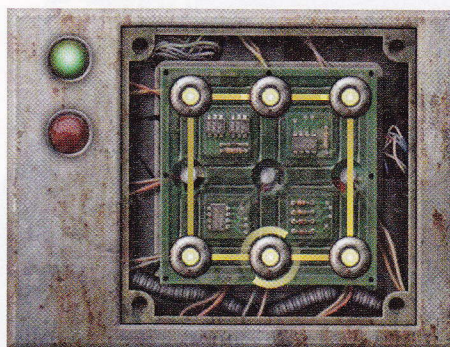
Instead of heading to your next objective, take a detour to obtain the M401A Rifle. It is hidden in the Solarium above the Hall. Find the outer stairs to get to the third floor of the Hall. Now, proceed around the balcony until you find the door to the Solarium above.

CHANGE BETWEEN VERSIONS

If you are playing on the 3DS version of the game, the M40A1 Rifle is not located in the Solarium. Instead, it is located in the open in the first room of the Promenade.

Step through the wheel doors and you will see a strange organic formation overwhelming this upper area. You can't bypass this area yet, so proceed to the southern locked door. This is another lock puzzle. Line up the circuits so they look like this:

Once inside, you will find some **Custom Parts (Fire Rate 1)**, a "Cleaning Report for Next-on-Duty" file, and the M40A1 Sniper Rifle! This is well worth the side trek.

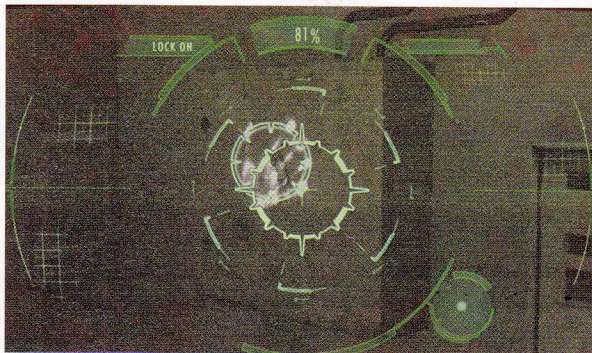




SECRET HANDPRINT 10 LOCATION

SEARCH FOR THIS HANDPRINT ON ONE OF THE ELECTRICAL BOXES LINING THE WALLS OF THE ROOM. IT'S PERPENDICULAR TO THE PURIFIER.

Before leaving the room, press the button on the purifying machine. This will unlock a secret area in Episode 4.



ACCESSING THE COMMUNICATIONS ROOM

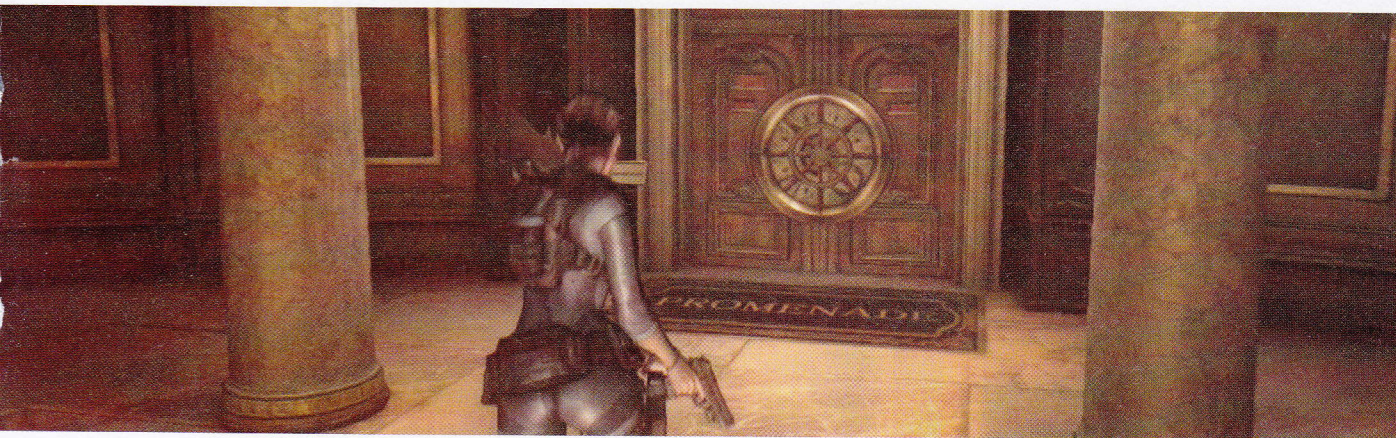
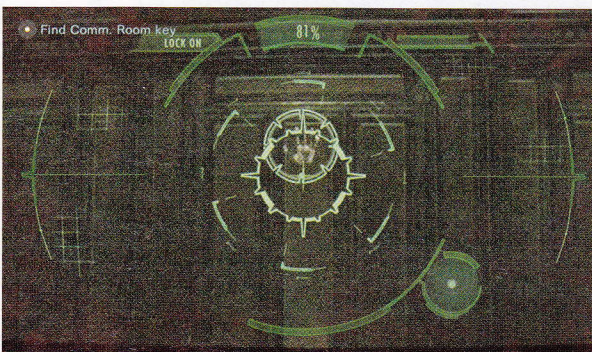
Move across the room to the flashing objective marker on your map. This is the door to the Emergency Communications Room. Unfortunately, you don't have the key you need. Check to the left of the door to find the "Note Left in Front of the Emergency Communications Room" file. This file provides the clue for where you need to go next.



SECRET HANDPRINT 11 LOCATION

THIS HANDPRINT IS ON THE WOOD PANELING DIRECTLY OPPOSITE THE LOCKED COMMUNICATIONS ROOM DOOR.

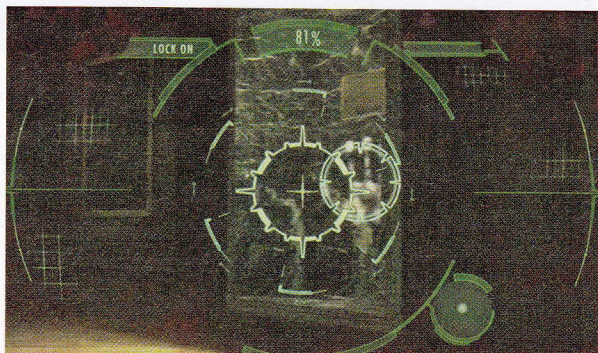
Walk to the lower floor of the ballroom and continue across the hall. Look in the alcove to the right to find some **Custom Parts (Long Magazine 1)**. Now use the ship door to the left to enter the Promenade Deck.

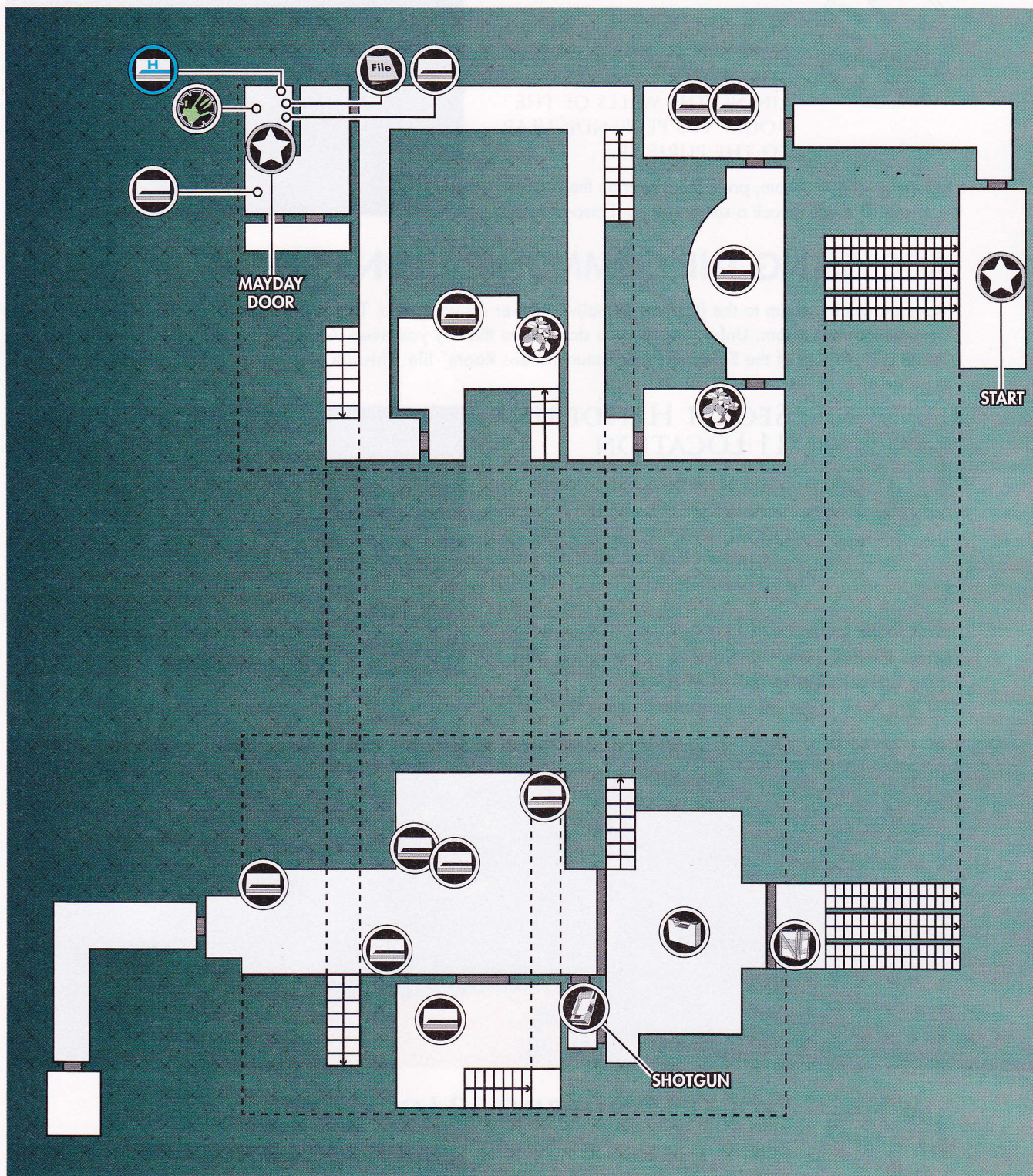


SECRET HANDPRINT 12 LOCATION

BEFORE YOU PROCEED TO THE PROMENADE DECK, YOU CAN OBTAIN ANOTHER HANDPRINT. LOOK FOR THE LOCKED DOOR DIRECTLY

BEHIND THE MAIN STAIRCASE. YOU WILL SEE A SMALL SIGN FOR A CASINO TO THE RIGHT OF THIS DOOR. THE HANDPRINT IS LOCATED IN THE FIRST ALCOVE TO THE *LEFT* OF THIS DOOR.





When you enter the Promenade Deck, you will immediately hear a haunting voice echoing through the chambers.

Proceed through the door on your right and continue back outside. Grab ammo along the way. This room is populated by several Oozes. Pick them off with your pistol and then jump to the lower area. On a table in the open, you can find some **Custom Parts (Fire Rate 2)**.



Just around the corner you will see a locked Life Buoy door. Scan the nearby shelf for a **Shotgun Ammo Upgrade**.

Now use the Weapons Crate in the upper area to modify and upgrade your weapons before moving forward. Parker and Jill must work together to open the shutter.

Beyond the shutter you will find what is making all the noise. Something is locked in the northern room on the

second floor. Before investigating further, search the area and fill up on ammunition. When you are ready for a tough fight, break open the door.

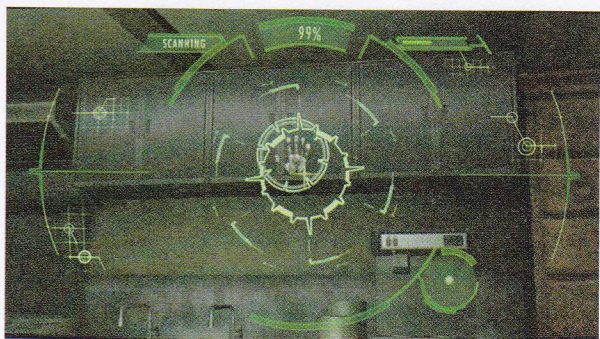
ENVIRONMENTAL WEAPONS

Before you start this next fight, make note of where all the red gas containers are located. They are useful for inflicting extra damage on the boss.



SECRET HANDPRINT 13 LOCATION

THIS HANDPRINT IS IN THE KITCHEN ON THE LOWER FLOOR. WHEN YOU FIND THE KITCHEN, SCAN THE CABINETS ABOVE THE SINK.





SCAGDEAD

The horrible secret behind this door is a creature known as the Scagdead. When it's released, it will summon Oozes from all over the Promenade Deck, which makes fighting it much more difficult.

This Scagdead is a particularly powerful version of the creature and is very difficult to kill. The secret to staying alive in this fight is to use the various obstacles in the area to continually keep a distance.

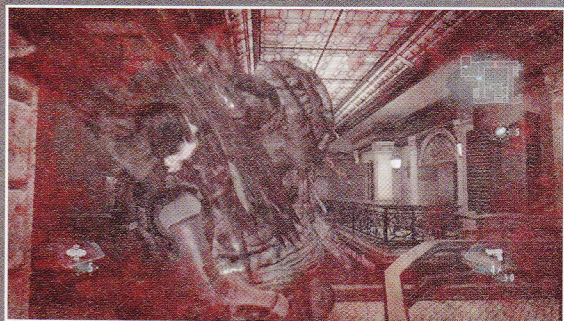
Jump back and forth through the upper windows to trick the Scagdead into following you. It can't pass through any kind of obstacle, so you can continually keep the chase going while you pump it full of lead.



You have to contend with the many Oozes slinking around the area, which makes this fight even more difficult. Avoid killing them unless they corner you, since you need all your ammo to defeat this wretched creature.

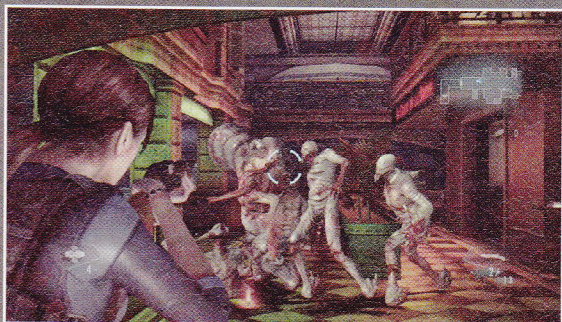
The Scagdead's weakness is its human-like head. It's a small target, so the best way to hit it is to immobilize the Scagdead by blowing up one of the red containers in the area. This will stun the beast momentarily.

The Scagdead's attacks are deadly. If you take any damage, it can execute a one-shot-kill buzz-saw attack that is impossible to defend against. Always avoid getting within melee range while the Scagdead is standing.



Once it's down, resist the urge to punch it in the head. If you try a charged-punch, it will likely be interrupted by one of the many Oozes wandering the area. Instead, walk up to the human head and fire your most powerful weapon. Don't get too close: the Scagdead recovers quickly and can grab you!

Even with this strategy, you may take a while to down the Scagdead. Remember to use any grenades you have to help you in the fight. Just keep firing on the fleshy side and eventually it will fall.



COMMUNICATIONS ROOM

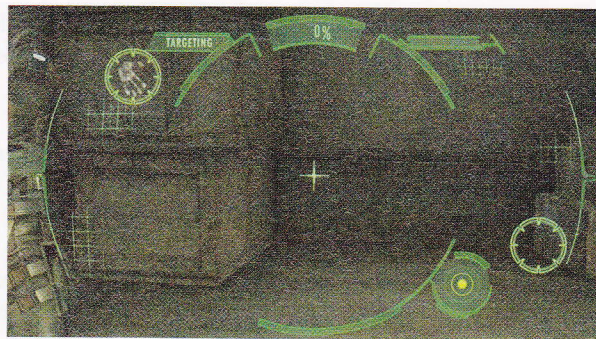
When the boss is down, search his oozy corpse for **Lifebuoy Key**. Now return to the Scagdead's room to find the Communication Officer's Journal and some ammo.



SECRET HANDPRINT 14 LOCATION

FIND THIS HANDPRINT
BY SCANNING THE ROOM
WHERE THE SCAGDEAD BOSS

ORIGINATED. IT'S LOCATED AT THE TOP OF
THE BIG CRATE.



SOLVING THE PUZZLE

While you can solve the electric puzzle and use the elevator here to access another Foredeck section of the ship, it's best to save that until later in the game. This area is covered in more detail in Episode 7.

With the Promenade safe, it's time to head back to the Hall. Open the Lifebuoy door on the lower level and make your way back to the grand hall area. Follow the objective beacon on your mini-map to the Emergency Communications Room and the end of the chapter.

EPISODE 4 A NIGHTMARE REVISITED

◀ **TRUTH & VENGEANCE**

CHARACTER: JILL VALENTINE

9:28 PM—Queen Zenobia - Emergency Communications Room

The Emergency Communications Room is a bust, but Parker and Jill uncover the fact that Veltro is back, and they are likely responsible for the hideous B.O.W. monsters infesting the *Queen Zenobia*. It's time to find a way off this ship!



RETURN TO THE SOLARIUM

The Emergency Communications Room is a dead end. Before you leave, grab the ammo lying around and inspect the "Safety Procedures" file.

On the other side of the double door, you will find yourself back in the Hall. Raymond is waiting for you. Take the **Iron Anchor Key** from him.



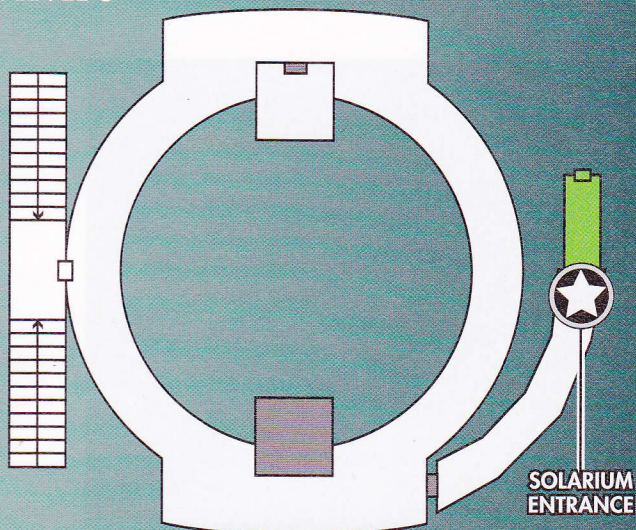
This key provides access to the Casino. Instead of venturing to the Casino, return to the Solarium. The water purifier you activated in the previous episode has cleared up the pool, allowing you to go for a swim.

When you enter the Solarium, you encounter a new kind of monster—the hideous Wall Blister. Wall Blisters are large monsters that sleep like snails by hanging from walls and ceilings around the ship. When they attack, they charge with arms swinging wildly.

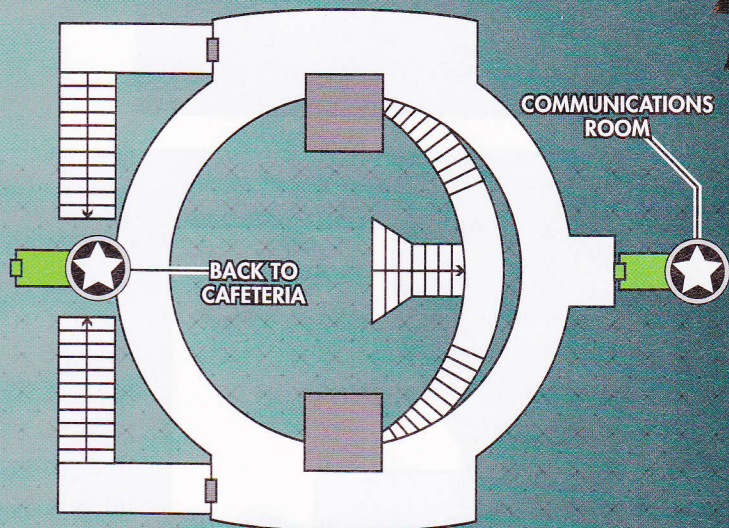
Blisters have very low hitpoints. Two blasts with the shotgun is usually enough to bring them down. If they get close enough to grab you, they can execute a one-hit-kill attack that snaps Jill in half!



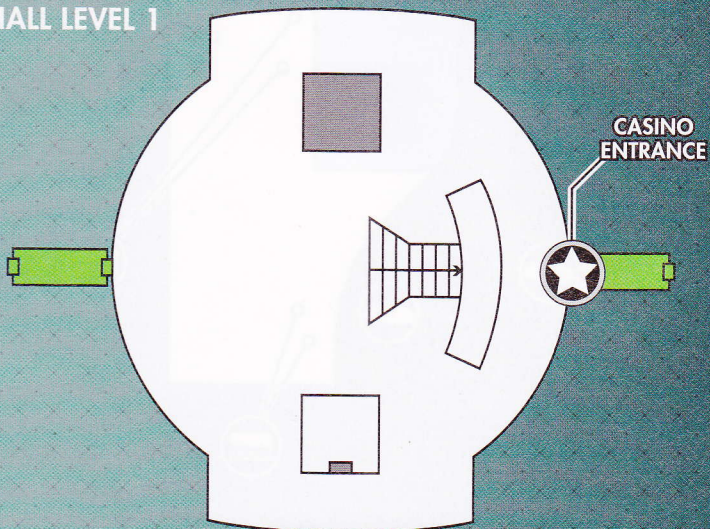
HALL LEVEL 3



HALL LEVEL 2



HALL LEVEL 1



NEW ADDITIONS

If you played *Resident Evil Revelations* on Nintendo 3DS, you probably don't remember these Wall Blisters. That's because these nasty monsters are a new addition for the Xbox 360, PS3, and Wii U versions.



After you've defeated the Wall Blister, jump in the now-purified pool of water. There are three tunnels you can explore. If you explore the left tunnel, you will emerge in small area with a diving board. Climb the back of the diving board to discover the **Machine Gun Ammo Case**.

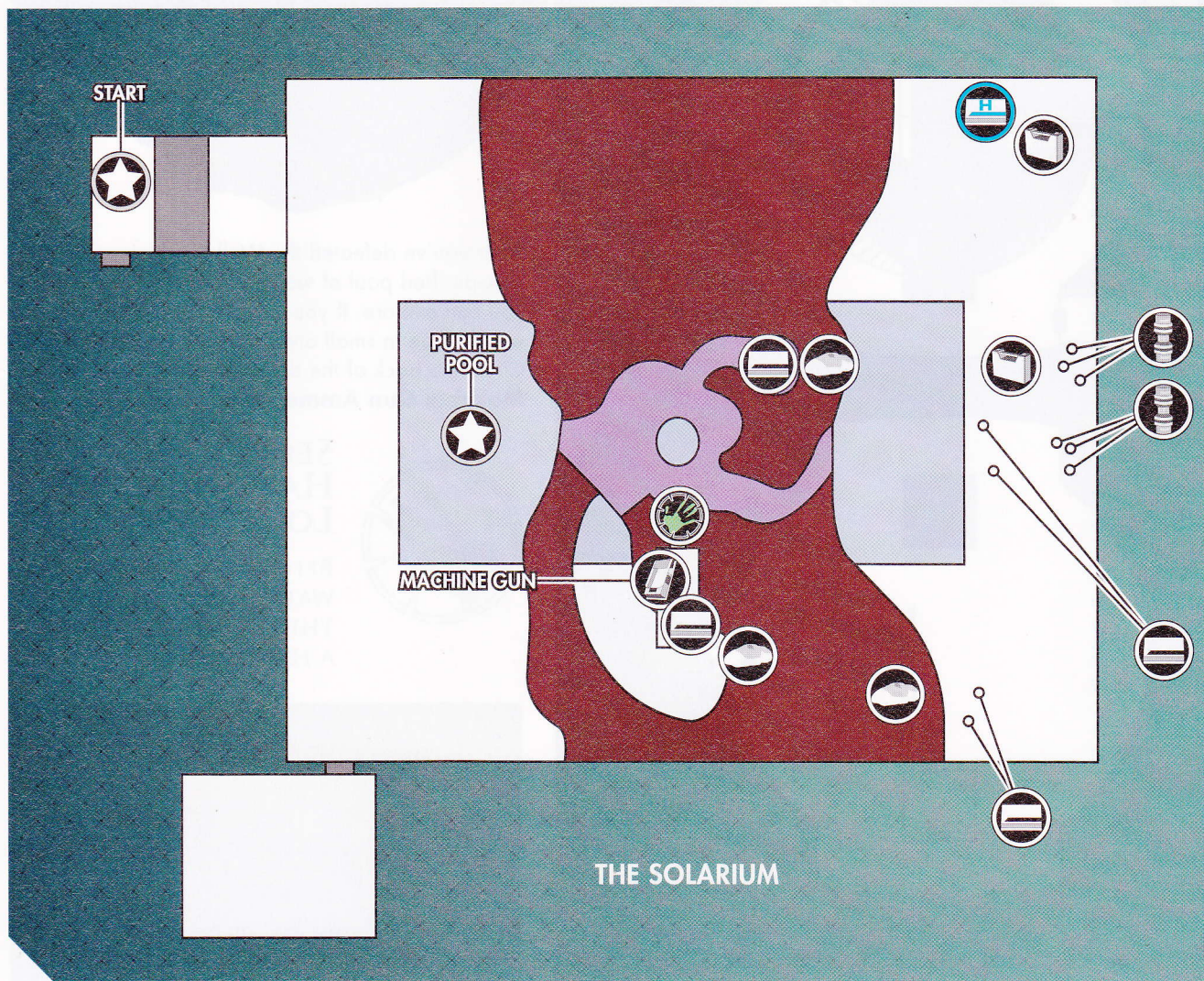


SECRET HANDPRINT 15 LOCATION

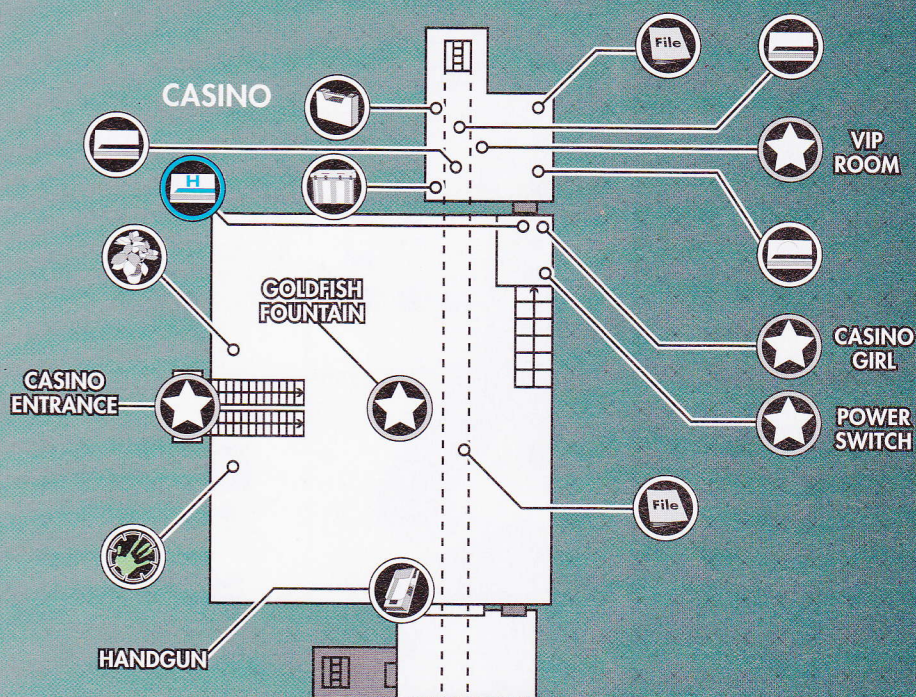
BEFORE YOU JUMP IN THE WATER, SCAN THE END OF THE DIVING BOARD FOR A HANDPRINT.



Dive off the board and swim to the right to find the main Solarium secret area. Here you will find a stockade of weaponry including several grenades, **Custom Parts (Long Magazine 2)**, and **Illegal Custom Parts (Charge Shot 1)**. Use the accompanying map to ensure that you find everything. After collecting your items from the Solarium, go back to the Hall.



PLAYING THE SLOTS

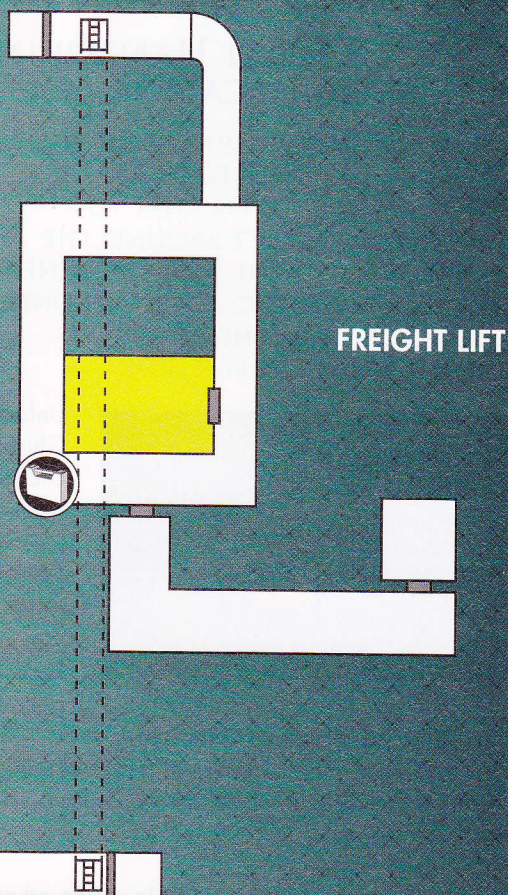


When you reach the Hall, it is time to access the Casino. Find the Casino entrance on the first floor of the hall and use Raymond's Iron Anchor Key to open the door.

The Casino has no power. Before proceeding, use the map to locate the **Handgun Ammo Case** and the herb hidden in the room.

Now head up the stairs near the Casino girl. Look for a large power breaker. Activate the switch. This brings the Casino back to life!

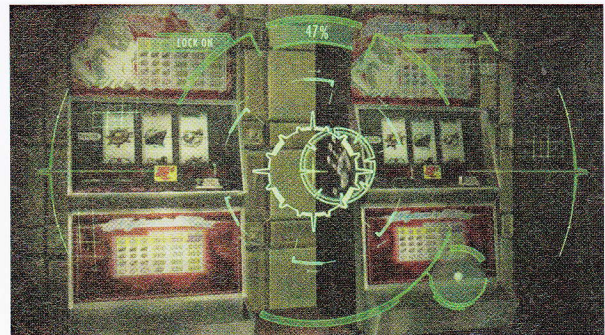
Now you need to score a coin to play some slots. Get your weapons ready and hit the switch near the goldfish pond.





SECRET HANDPRINT 16 LOCATION

WHEN YOU ARE ON THE CASINO FLOOR, FACE THE ESCALATOR THAT YOU USED TO ENTER. GO LEFT AROUND THE ESCALATOR TOWARD THE SLOT MACHINES ON THE BACK WALL. LOCATE THE SECOND SLOT MACHINE FROM THE RIGHT. THE HANDPRINT IS ON THE LEFT SIDE.



Unfortunately, this causes the goldfish in the pond to mutate into Ghiozzo, giant mutant fish. Even on land, these creatures are challenging. They have a lot of hit points and can be hard to hit as they flop around toward you.

The last Ghiozzo drops the **Coin** that you need to play slots.

Find one of the powered machines and interact with it. Luckily, you can't lose your coin, but you must keep playing until you hit the jackpot and receive the **Bundle of Coins**. (This may take a few tries.)



Look for the "Casino Staff's Report" file on the other side of the fountain. If you read this file closely, you will discover you must use 107G worth of coins to access the VIP Suite.

VIP

Now head up the stairs to the Casino lady's scale. To meet her requirements, you need to put down the following coins: 3 Bronze, 1 Silver, and 4 Gold (see accompanying image).

Enter the VIP Room and feel free to look at the items out in the open. Scan the bureau next to the Weapon Crate for some **Custom Parts (Critical 1)**.



CRITICAL HITS

Critical is a very effective Custom Part enhancement, and you should immediately equip one of your weapons with it.



You can also search the couch for the "A Scribbled Note" file. When you are ready to move on, jump down the hatch at the back of the room.

THE FREIGHT LIFT

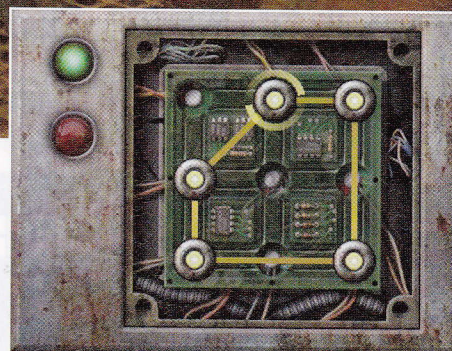
You can only go one way through the shafts. Continue until you emerge out in the Freight Lift area. While Parker is tinkering with the lift, search the back corner of the room for some **Custom Parts (Bind 1)**.

Talk to Parker, and he'll explain that you need to get the key to activate the Freight Lift. It's time for Jill to explore the area on her own.



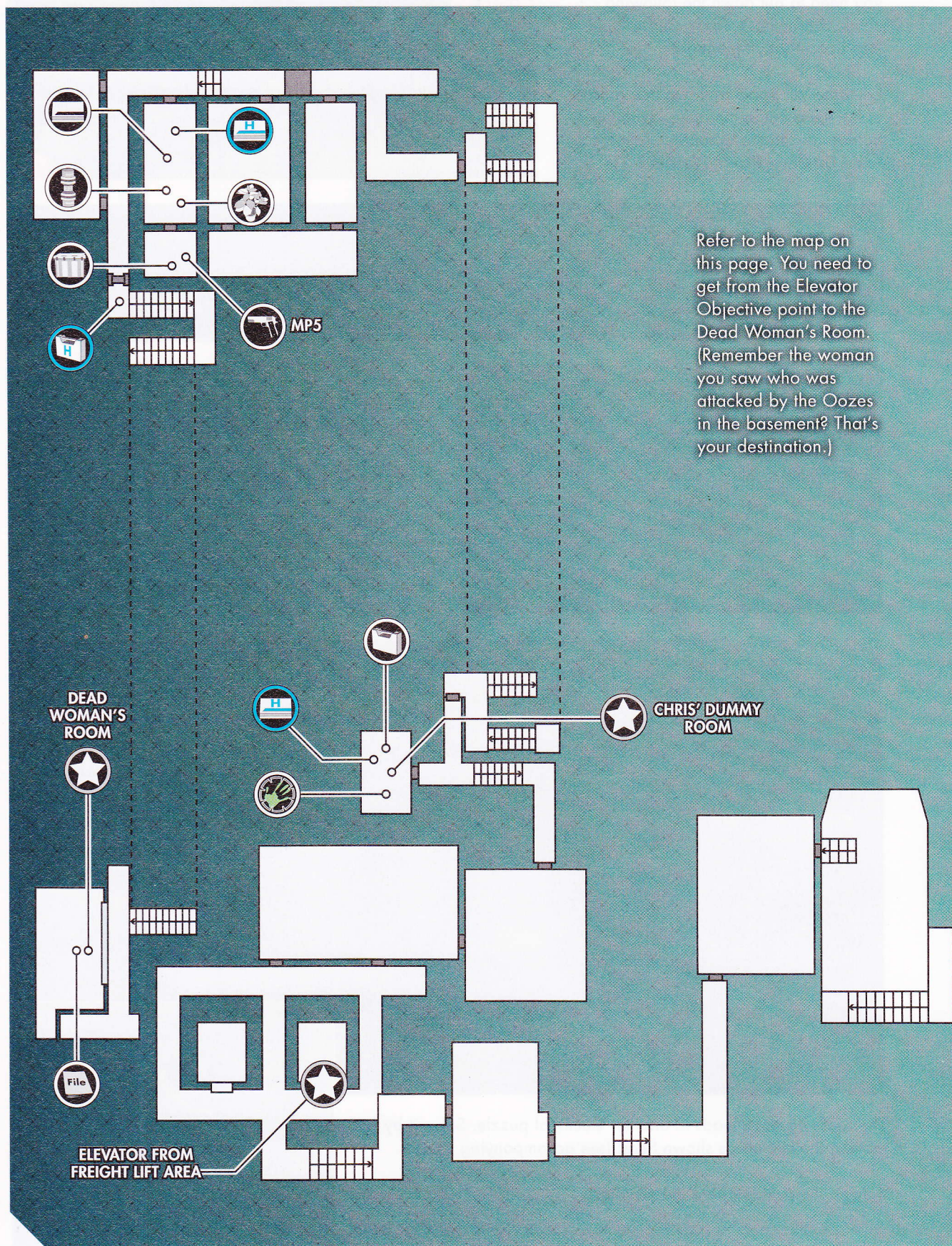
The south passage leads to another electrical puzzle. Solve it by moving the circuits as shown here: (see accompanying image).

Solving the puzzle opens the elevator.



OLD HAUNTS

This elevator takes you back to the Crew Quarters area (near where Jill and Parker entered the *Queen Zenobia* in Episode 1).



EXPLOSIVE OOZE

Throughout this section on Infernal Mode, Explosive Oozes will drop from the ceiling and immediately explode. You can avoid getting caught in the blast by taking your time as you move through the corridors.

If you search thoroughly (and make that detour to the Solarium), you should have plenty of ammunition to kill the Oozes in these sections. It's better to focus on saving up a few herbs. Take your time, and don't waste precious health by trying to sneak past the Oozes in these narrow corridors.

BACKTRACKING

You are backtracking through an area that you explored earlier, but any ammunition you left behind in your earlier explorations will still be available. The game keeps track of what you loot and what you leave behind throughout the ship.

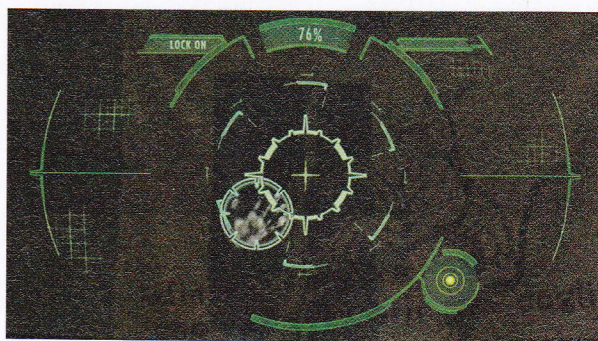
The map in this section does not show all of the ammunition that was available earlier, but if you didn't grab all the ammo back in Episode 1, refer to the maps in that section of the walkthrough for some help on finding everything.

Along the way, you will encounter several Oozes roaming the halls. The first new area to explore is the room where Chris's dummy was located. Check that room for some hidden ammo and **Custom Parts (Fire Rate II)**. There is also a file called "Mysterious Instructions."



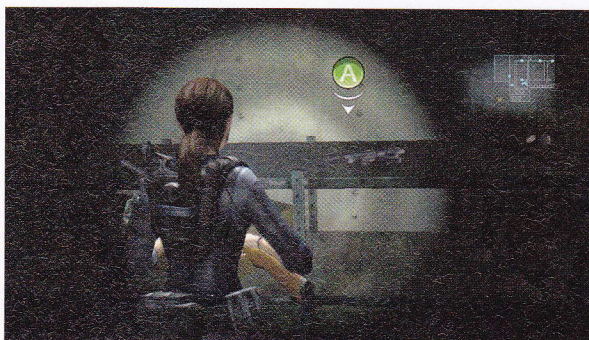
SECRET HANDPRINT 17 LOCATION

THIS HANDPRINT IS ON THE VELTRO FLAG HANGING FROM THE WALL.



When you've cleared Chris' room, continue toward your goal. You will pass through the locker rooms and emerge in the hallway with the broken window. Here you will find a previously inaccessible Iron Anchor door. Loot the room inside the door for some ammunition and an herb, but step into the next room for the real prize.

In this inconspicuous backroom, you will see the MP5 submachine gun sitting on a table. Switch out one of your weapons to permanently acquire the MP5 for your collection.



You must now decide which three weapons you want to equip. Use the Weapons Crate here to decide. For the next section, it is recommended that you take the pistol, the submachine gun, and the shotgun (the M40A1 will be difficult to use in the narrow corridors). Ultimately, you should follow your personal preferences. If you are a great shot with the M40A1 rifle, feel free to swap it for the pistol or the shotgun.

For hints on which Custom Parts work best on each of the weapons, check out the BSAA Arsenal section of this guide. For now, our best recommendation is to install Damage 2 and Stopping Power on your submachine gun. This will help with the coming boss fight.

THE POSSESSED

Continue your descent to the base of the Crew Quarters and examine the flashing file on the ground. When you are done reading, the monstrosity transformed Rachael appears!



OOZE RACHAEL

This Rachael fight is actually a series of encounters. Whenever you hurt Rachael, she runs away, but she will attack as you continue back to the lift area.

HIDDEN CUSTOM PARTS

Don't miss the hidden **Custom Parts (Long Magazine 2)** on the way back up from the Rachael's room. After your first fight with Rachael, scan the floor just before you enter the door leading back up to the hall with the broken window.

These parts are only available *after* you start the fight with Rachael.

Rachael's attacks are all close-range, super-powered Ooze attacks. She has the same swipes as regular Oozes, but they inflict more damage on Jill. Since Rachael moves so quickly, it's hard to keep a safe distance from her, but this should be your top priority.



To wound Rachael, unload your newly-acquired MP5 in her facial region (where her face once was). This does the most damage, and you will generally cause her to flee by using only a half clip of direct hits.

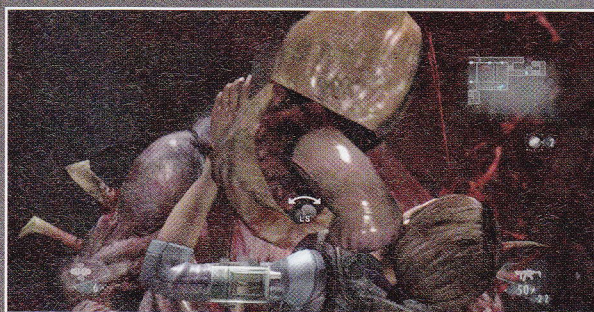
If you run out of submachine gun bullets, switch back over to the shotgun. You may want to switch out the damage upgrades on your way back up.

To make this fight a bit harder, several areas are repopulated with lesser Oozes. Avoid wasting your submachine gun ammunition on them and instead use your rifle or pistol.

If Rachael corners you, remember that you can dodge her attacks just like you can with a regular Ooze. After a successful dodge, rush forward or back to create some distance.

The final section of this fight is in the kitchen area. Parker meets you, but Rachael and a few Oozes simultaneously attack. It's easy to get stuck in the kitchen, so be ready to retreat when she arrives.

The final confrontation can be made considerably easier if you use any B.O.W. Decoys you have stockpiled. Rachael is distracted by them, and a direct blast can knock her on her back, giving you an opening to shoot her in the head while she is down.

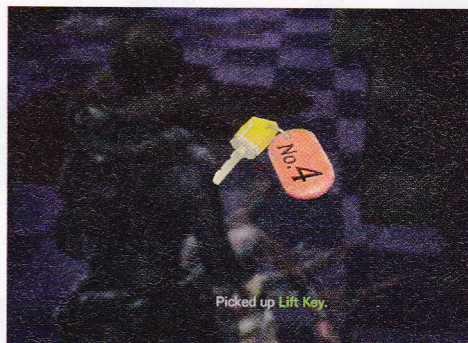


Note: be sure that you damage Rachael before moving on. She has a key that you need. If you move ahead of her before making her flee, she won't follow.

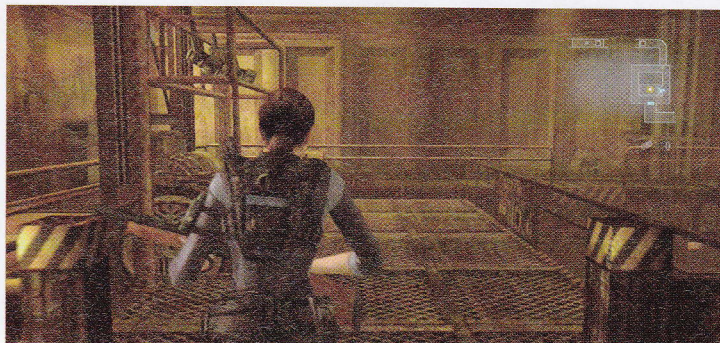
RACHAEL ON INFERNAL

For Infernal Mode players skilled with the rifle, you may want to put your best Damage Mod and Round Size Mods on the rifle and use it against Rachael. It can be hard to hit her, but with the massive damage each shot inflicts, you won't have to reload or focus on head shots. Just keep pumping shots into Rachael's body until she runs away.

When you've defeated Rachael, retrieve the **Lift Key** from her corpse.



Take the elevator back down to the Freight Lift. Use the Lift Key on the Freight Lift, and then activate the big switch to complete the episode.



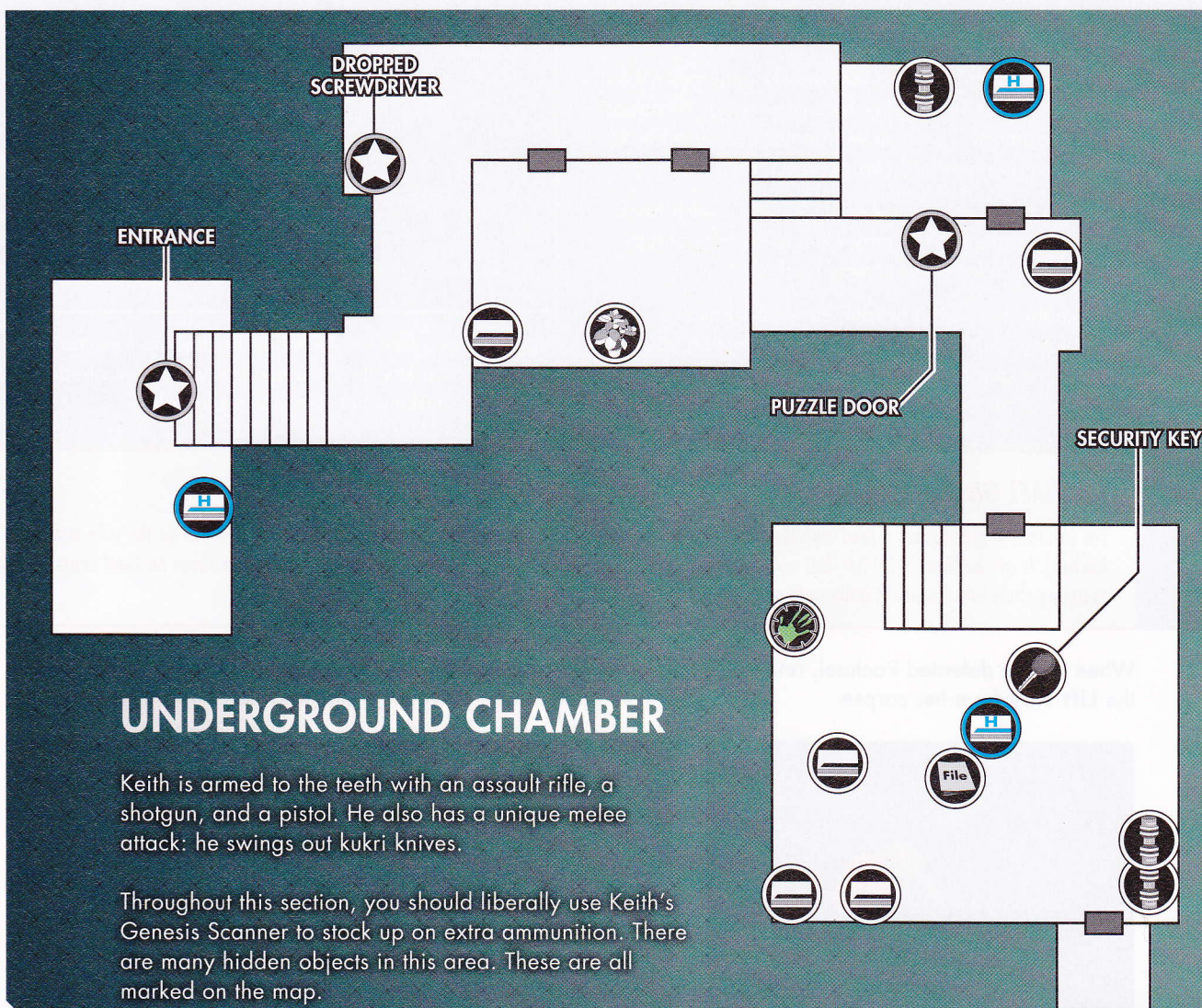
EPISODE 5 SECRETS UNCOVERED

◀ **THE C TEAM**

CHARACTER: KEITH LUMLEY

10:20 PM—Valkoinen Mökki Airport

With Chris and Jessica trying to locate Jill and Parker, the BSAA sends the “C” team, Keith Lumley and Quint Cetcham (a.k.a. Grinder and Jackass) to investigate an abandoned Veltro base. Could this base contain the answers to the entire Veltro plot?



UNDERGROUND CHAMBER

Keith is armed to the teeth with an assault rifle, a shotgun, and a pistol. He also has a unique melee attack: he swings out kukri knives.

Throughout this section, you should liberally use Keith's Genesis Scanner to stock up on extra ammunition. There are many hidden objects in this area. These are all marked on the map.

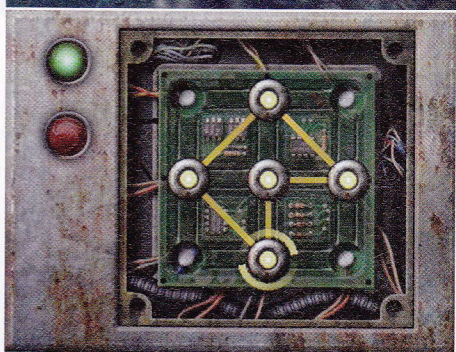
S RATING

No combat occurs in this section of the episode, but you can still reduce your "S" rating by accidentally firing your weapon! Also, the ammo you collect in this section of the game carries over into the next Quint and Keith section. Be sure to fully stock up because you'll need it!

When Quint falls, scan the ground near where he fell to grab the **Screwdriver**. You will need this to solve an upcoming puzzle.

THE INFERNAL SCREWDRIVER

On Hell and Infernal Modes, the Screwdriver is in a slightly different place. It is farther down the hall and near the slightly askew locker.



When you reach the locked door, solve the electrical puzzle by setting the transistors in this position: (see accompanying image).

Enter the room and use the computer console to watch a series of mysterious surveillance videos.

CRIME SCENE INVESTIGATION

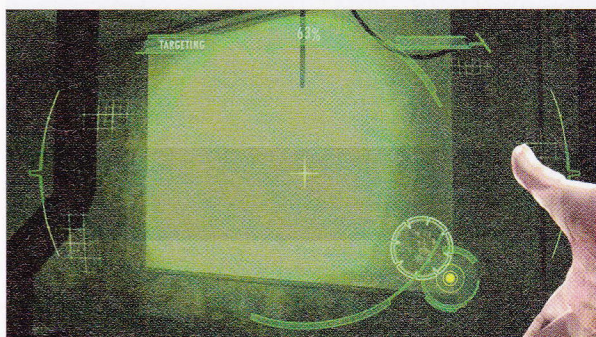
Before watching the surveillance videos, Keith managed to unlock the door to the next section of the base. Go there now. This is the room where the man in the video was attacked. You need to find whatever he dropped. Examine the table in the room for a file with a piece of a Veltro manifesto.



SECRET HANDPRINT 18 LOCATION

BEFORE SEARCHING THE
ROOM TOO THOROUGHLY,
OBTAIN THIS HANDPRINT.

SCAN THE BOTTOM-RIGHT CORNER OF THE
PROJECTOR SCREEN ON THE WEST WALL.



Scan the floor in the center of the room
for the **Security Token**. When you've
gathered it, this section of the episode
automatically ends.

THE INFERNAL TOKEN

On Hell and Infernal Modes,
the Security Token is also
in a slightly different place.
You will find it at the base of
the Veltro flag at the south
end of the room.

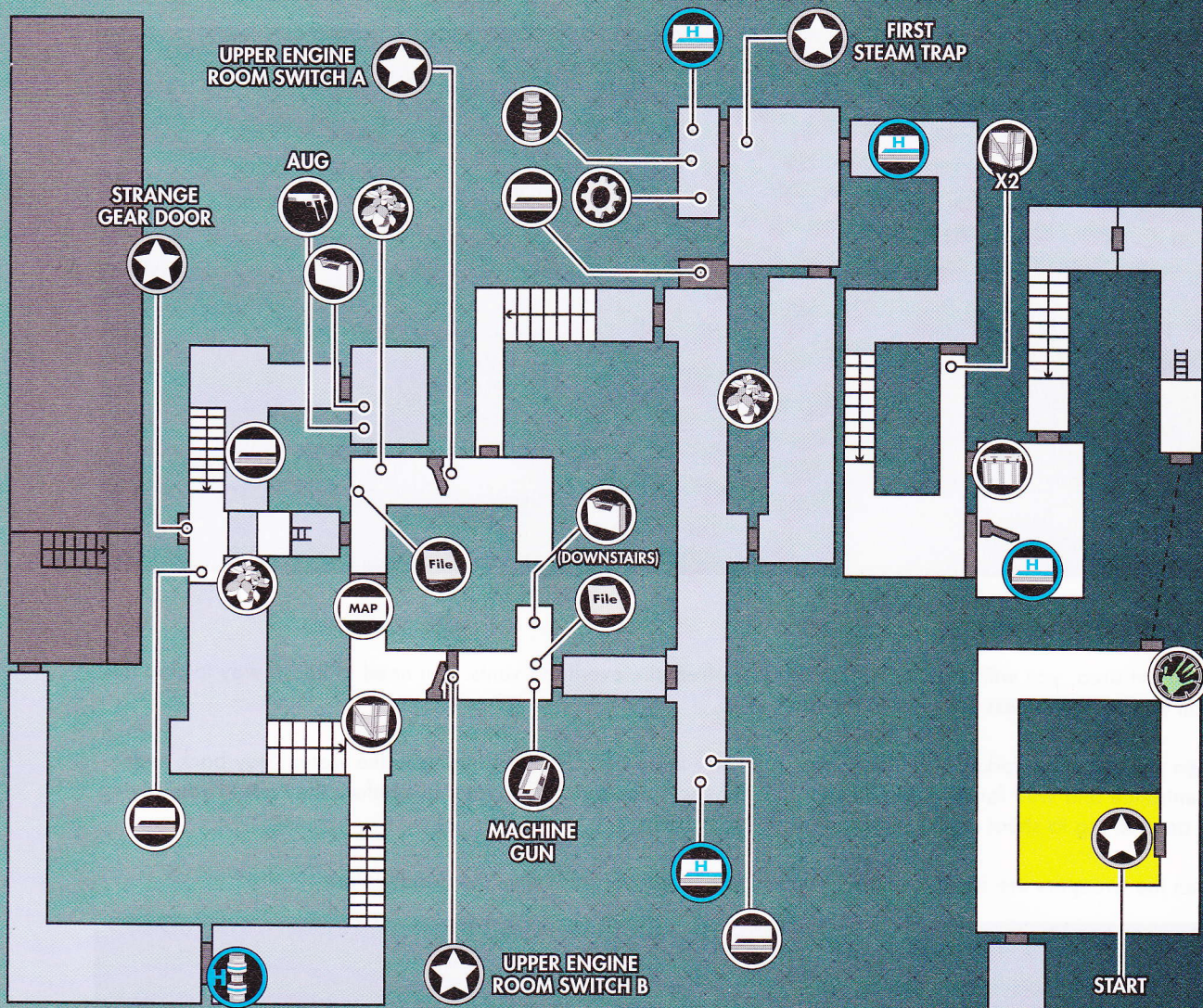


◀ **HALTING THE FLOOD**

CHARACTER: JILL VALENTINE

10:25PM – Bilge Passageway

Back on the *Queen Zenobia*, Jill and Parker face a new threat: a flooding ship!



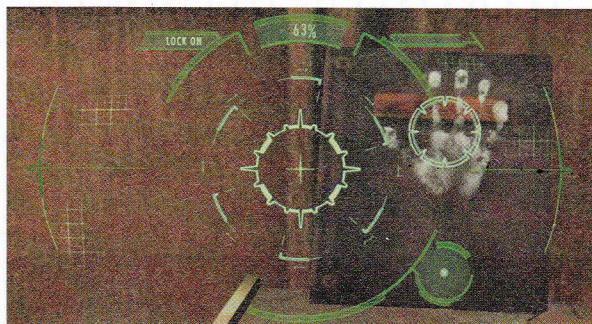
FLOODED SHAFTS

When you regain control of Jill, head through the north door and jump down to the lower shaft.



SECRET HANDPRINT 19 LOCATION

BEFORE YOU LEAVE THE FREIGHT AREA, YOU CAN SCAN THIS HANDPRINT. IT IS LOCATED JUST TO THE RIGHT OF THE EXIT DOOR ON A BLACK BINDER.



Wade through the flooded shafts into the Bulkhead Control Room. Use the console there to discover that you must restore power to solve the flooding.

Continue through the passages, and you will catch a glimpse of your first Sea Creeper enemy. Sea Creepers are water-borne monsters that stalk humans by swimming underwater. You can often catch them coming up for air in the distance. The rifle is perfect for dispatching them quickly before they can become a threat at close range.

Kill the Creeper and continue through the flooded shafts.



STOPPING THE STEAM

In the next area, you will find steam pouring down from the overhead vents. You need to find a way to stop this steam so you can access the gear in the back area.

When you reach the forked shaft area, watch for two more Sea Creepers hiding in the water. Stay back near the entrance and wait for them to come to you. They will pop out of the water just before they get to you, giving you an opening to shoot them point-blank with the shotgun.

When the Creepers are dead, use the northern gate to temporarily leave the flood waters.

FIGHTING UNDERWATER

When fighting underwater creatures like Sea Creepers and Ghiozzo, use your Genesis Scanner to quickly ascertain their location. It's often the only way to detect their movements and allows you to get a bioscan at the same time!



Upstairs you find an engine switch that is disabled. At the end of a nearby walkway, you find the "Steam Pipe Maintenance Report" file. Read the file for a hint on how to solve the steam puzzle.

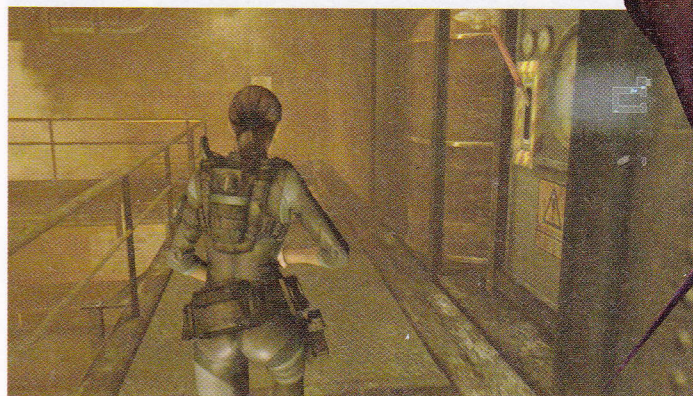
Line the needles in each area to match the following:

Manteca Room needle: A

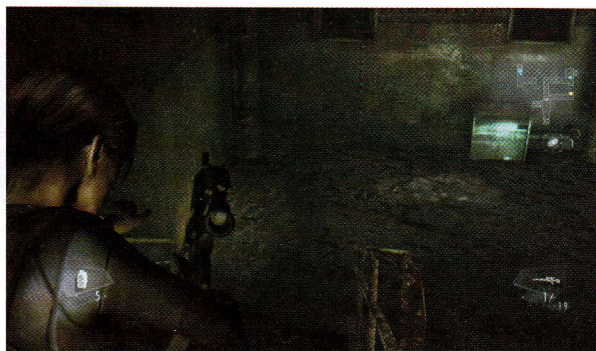
Upper Engine Room needle: B

Lower Engine Room needle: C

Unfortunately, you can't just set each needle to the correct letter. Press each switch in a particular order. Additionally, the "Upper Engine Room" and "Lower Engine Room" labels are a bit misleading. In actuality, both Engine Room needles are in the Upper Engine Room area.



STEAM PUZZLE PART 1



Hit the switch in the Upper Engine Room. This stops the steam pouring down in the lower area.

Return to the forked passage and use the southern gate to access the Lower Engine Room.

Take the **Custom Parts (Daze 1)** in the Lower Engine Room area. Grab the Lower Interior Map hanging on the wall at the next bend.

In the next passage, examine the strange gear door and then head down into the lower flooded area. Watch out for the Ghiozzo and the Sea Creeper. Lure them near the stairs to obtain easier kills.



Now walk through the northern door. This medium-sized room contains an Ooze, **Custom Parts (Damage 2)**, and the AUG machine gun. The AUG is comparable to the MP5 and uses the same ammunition. It's more powerful but doesn't fire as fast. With the machine gun, a high rate of fire is not as important as it is with other weapons. Machine gun ammo is always in short supply, so firing slower is not necessarily a negative.

STEAM PUZZLE PART 2

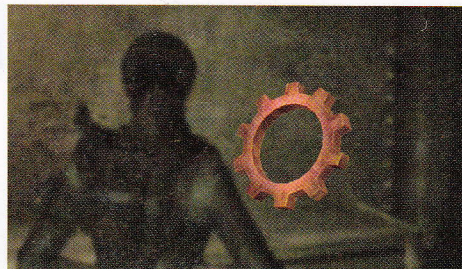
Now head south through the flood chamber and find the stairs leading out of the flood water. Enter the northern door. Inside you will see Parker opposite, standing near the first Steam Room switch. Hit the switch on the right—this is the “Upper Engine Room” needle.

Now grab the **Machine Gun Ammo Case** and read the “Memo Left in the Engine Room” file. You can also examine the nearby console to discover that the **Restart Key** is missing. Further exploration is required to find the key.

Cross back over to Parker and press the switch on his side. This stops the steam back where you saw the first steam trap.



Backtrack to the first steam trap, which is now disabled. Enter the room and pick up the **Cog**. On your way out, turn the red valve to depressurize the entire system.



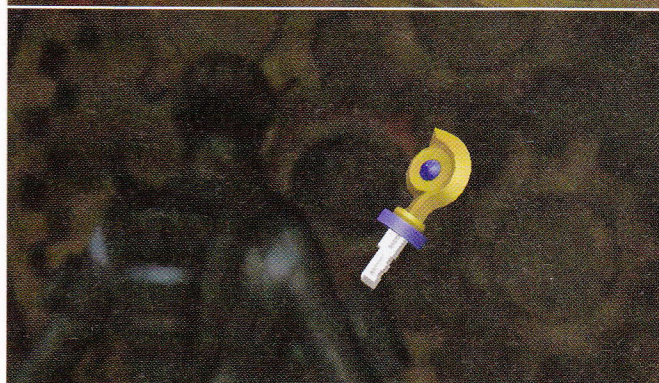
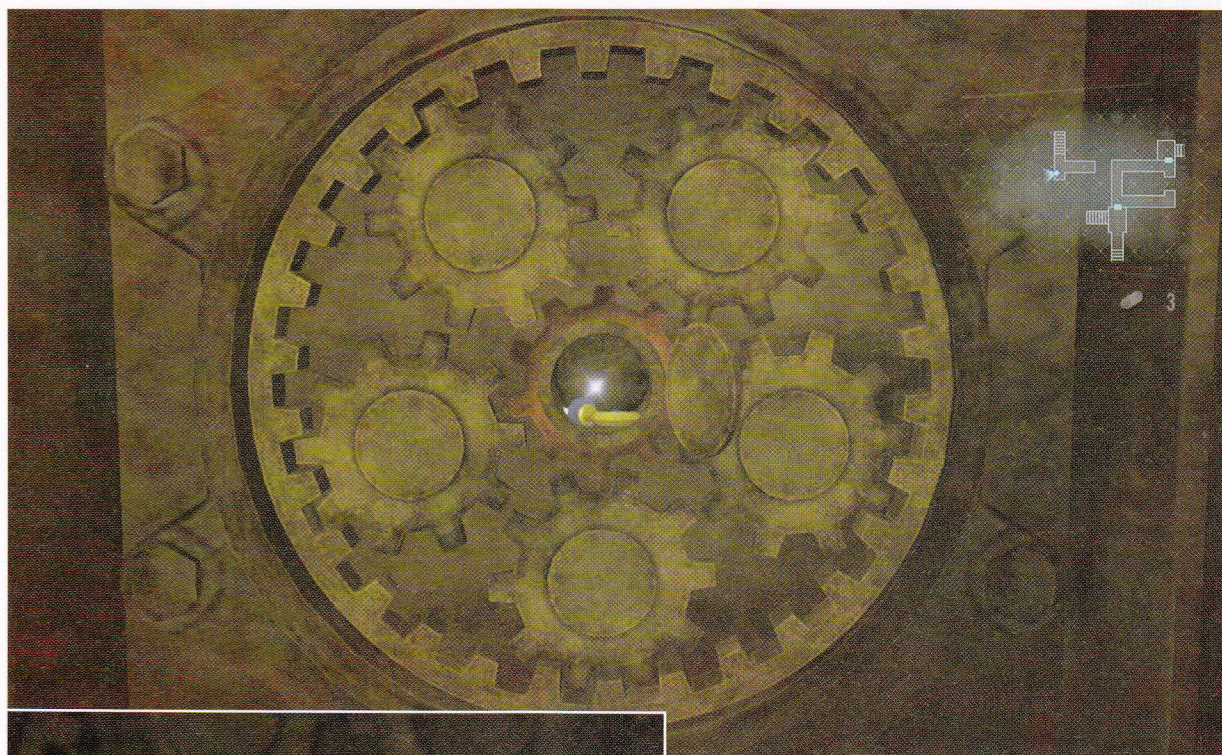
RESTARTING THE ENGINE

Now to return to Parker. On the way back, watch for more Ghiozzo and a couple Oozes that have appeared in the flooded chambers. When you reach Parker, continue past him. You now must return to the strange gear door (marked on the map). More Sea Creepers and an Ooze have entered the flooded passage, so be careful as you walk back to the door.

ALTERNATE ROUTE

You may want to take the long way back to the Cog Door on Infernal Mode. The room is full of Ghiozzos and Oozes, and you can avoid fighting them if you enter via the Lower Engine Room area rather than the more direct route from the Upper Engine Room.

Set the Cog in the door and then activate the switch on the left side of the door.



It turns out this wasn't a door at all but rather a hiding place for the **Restart Key**. You can now try to start the engine back up. Return to Parker and insert the Restart Key to complete this section of the episode.

◀ A NEW KIND OF HUNTER

CHARACTER: KEITH LUMLEY

10:48 PM—Near the Crash Site

Keith and Quint are now near the crash site that Jessica and Chris first investigated in Episode 2. The team needs to uncover clues concerning Veltro's long-term plans. Why have they trapped Jill and Parker in the Mediterranean?



As soon as you take a few steps forward, a couple Fenrir attack. Take them down and continue on toward the crash site.

DEADLY FENRIR

This Fenrir attack is serious business on Infernal Mode. Consider skipping the Fenrir completely by running past them and jumping down to the lower crash area.

When you arrive at the lower area, stay back a bit. Something invisible will attack Quint. These are the new Farfarello enemies—invisible Hunters!



While Farfarellos look like Hunters, their attack patterns are slightly different. They tend to slowly approach, jumping in and out of stealth mode. They also have a long, wind-up attack. If you manage to shoot them before they can execute their attack, you can knock them back.

Use your Genesis Scanner to spot the Farfarellos. Although the scanner won't outline them, they are easier to discern, and the scanner activates when your cursor is over one of the creatures.

EPISODE 6

CAT AND MOUSE

◀ **RESCUE TEAM**

CHARACTER: CHRIS REDFIELD

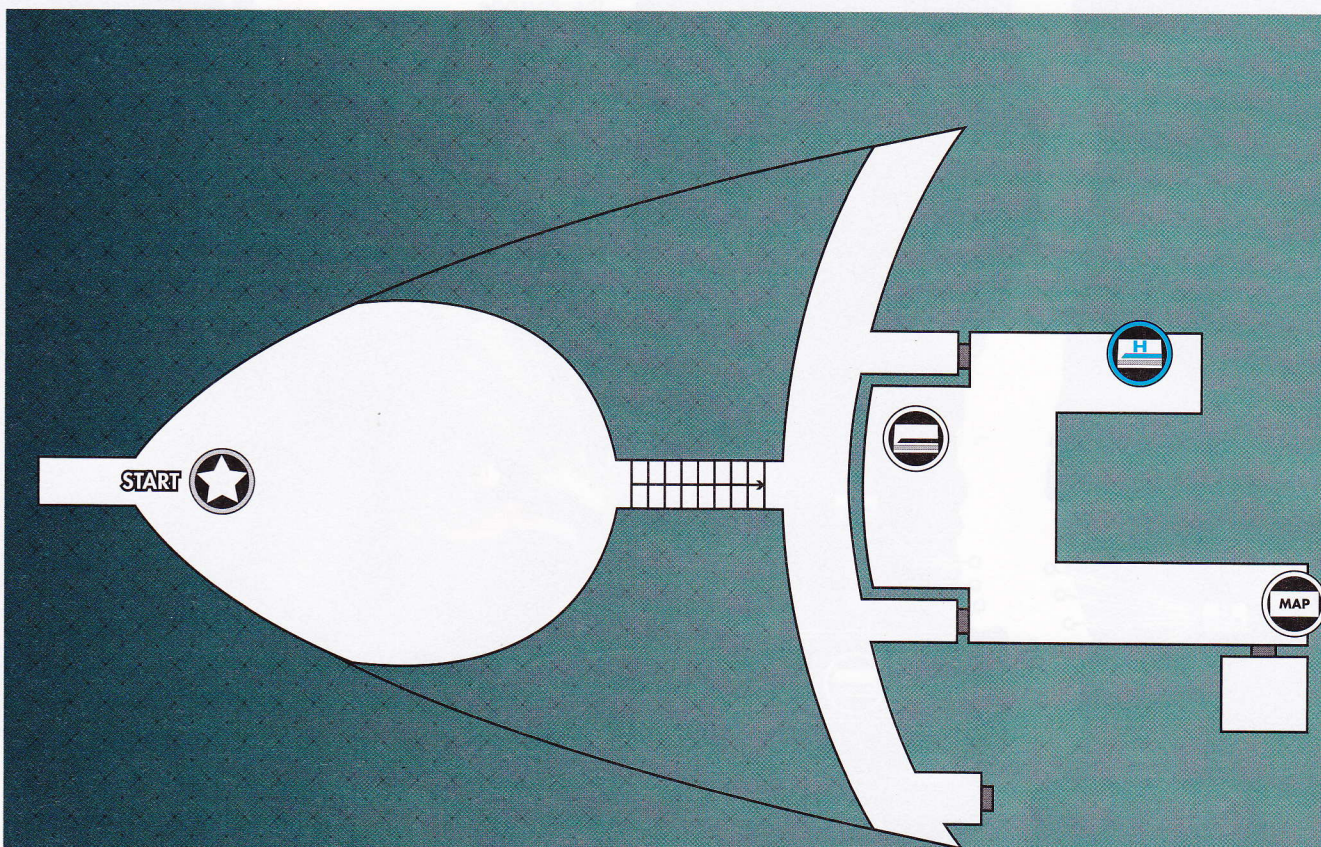
11:16 PM—Mediterranean Sea

Chris and Jessica finally have Jill and Parker's location, but will they arrive fast enough to save them from the quickly sinking ship?



RACE AGAINST TIME

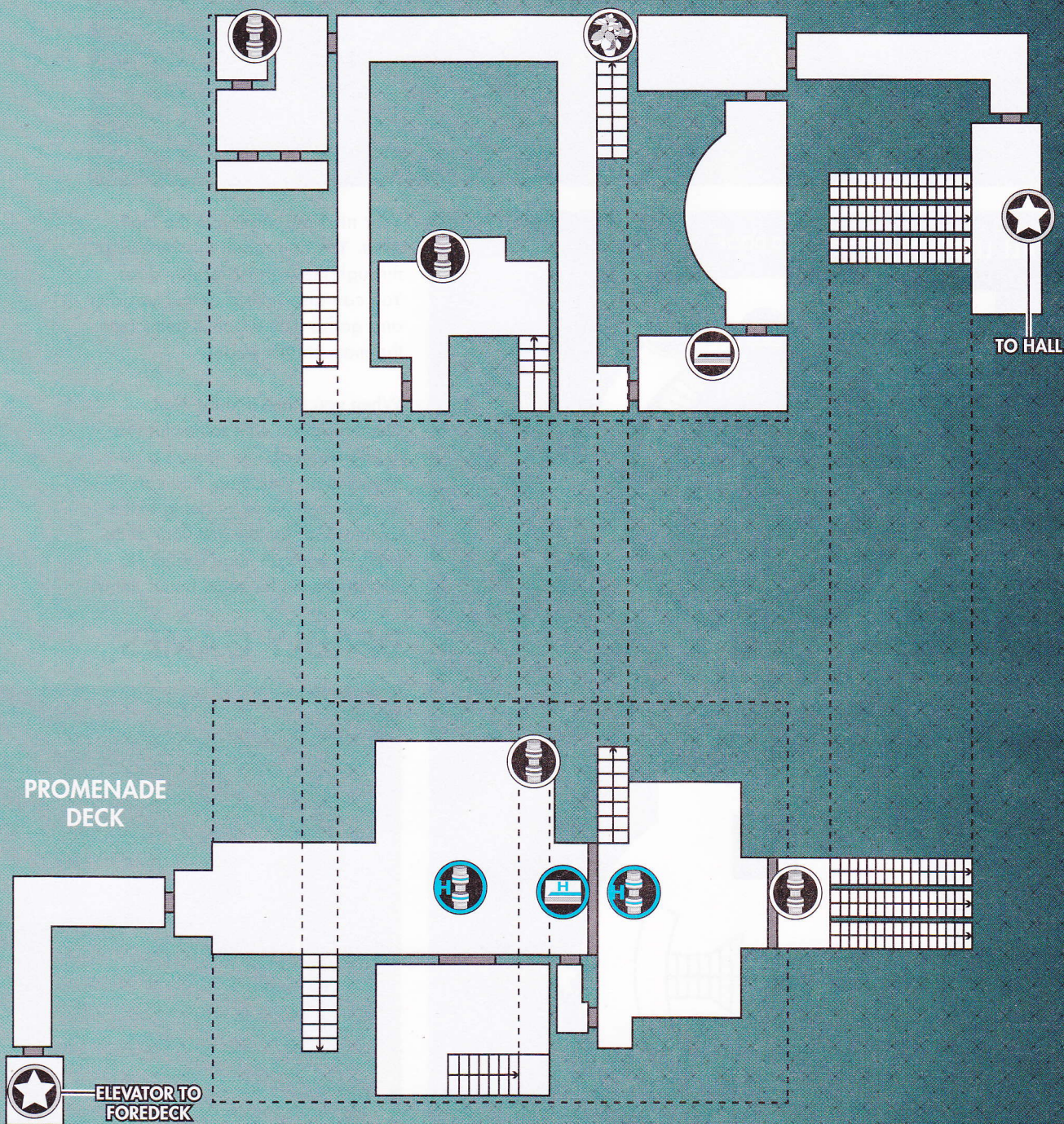
Chris and Jessica start on the ship's bow.



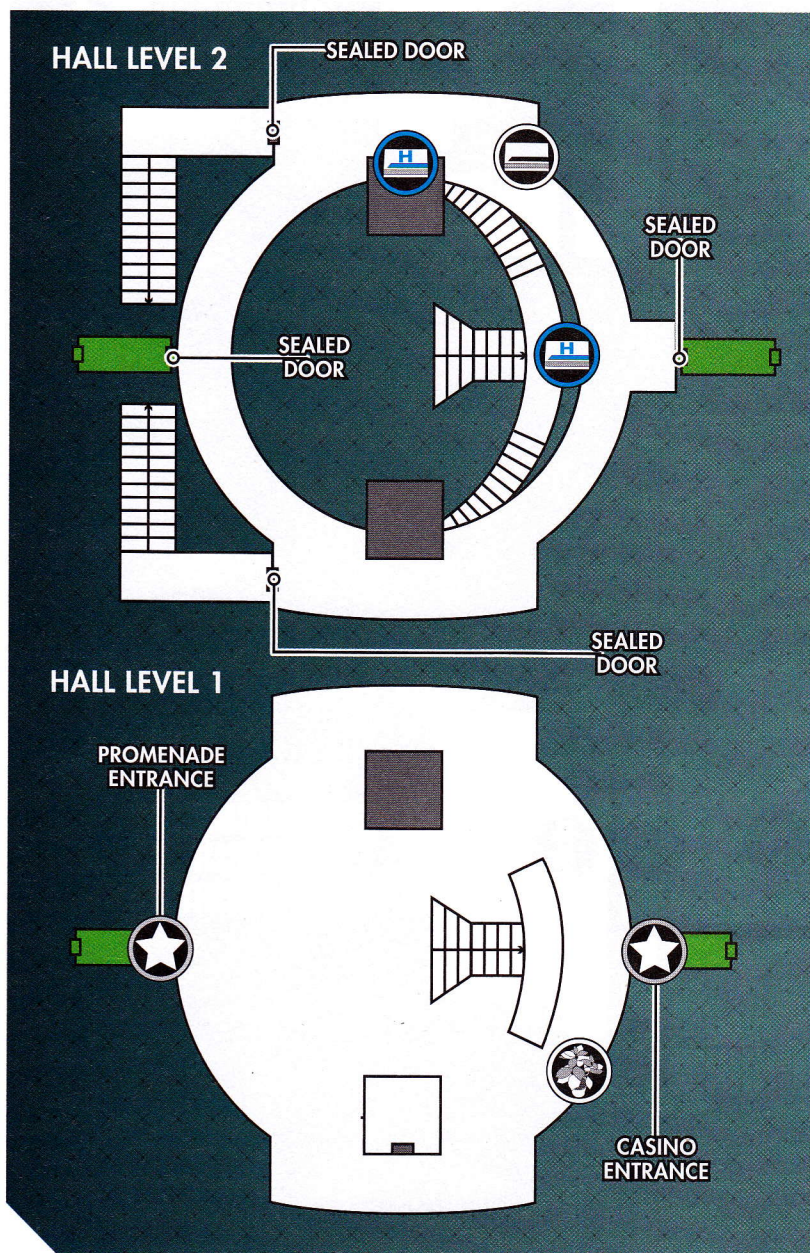
CHRIS AND WEAPON CRATES

Because you are playing as Chris, you cannot use any of the Weapon Crates you find scattered throughout the ship. Just keep your focus on your goal of finding Jill and don't worry about Chris's loadout.

Head inside to the Foredeck. Grab the map on the rear wall for the Ship Interior and head through the nearby elevator to the Promenade Deck.



This is the place where Jill and Parker fought the Scagdead, and plenty of Oozes are running around this area. Chris should have enough ammo to handle these Oozes. But, if you prefer to avoid the fight, you can dodge your way through them.



Your next destination is the Hall area. You can reach this by going through the lower Lifebuoy door. You can also take a detour upstairs and gather some bonus items (see the map on this page).

When you make it to the Hall, Quint radios in with some clues as to Jill's whereabouts. There's a new objective on your map. You can head straight there by going to the Casino door (on the first floor of the Hall), or you can head upstairs to search around for some bonus items.

DEADLY GAMES



CASINO

CASINO
ENTRANCE

SCAGDEAD ROOM

These Scagdead aren't as tough as the one Jill fought back in the Promenade, but they are still very strong. Use the slot rows to form narrow corridors and keep the Scagdead continually in pursuit. If you take any damage at all, immediately heal, otherwise the Scagdead can kill you in one hit. It is also a good idea to keep the Scagdead grouped together. If they separate, it is much easier for them to sneak up on you from behind.

Remember that you should have some grenades saved up. Use them whenever the Scagdead are grouped closely together. This is the hardest fight of this sub-episode, so use whatever weapons and ammunition you have at your disposal.

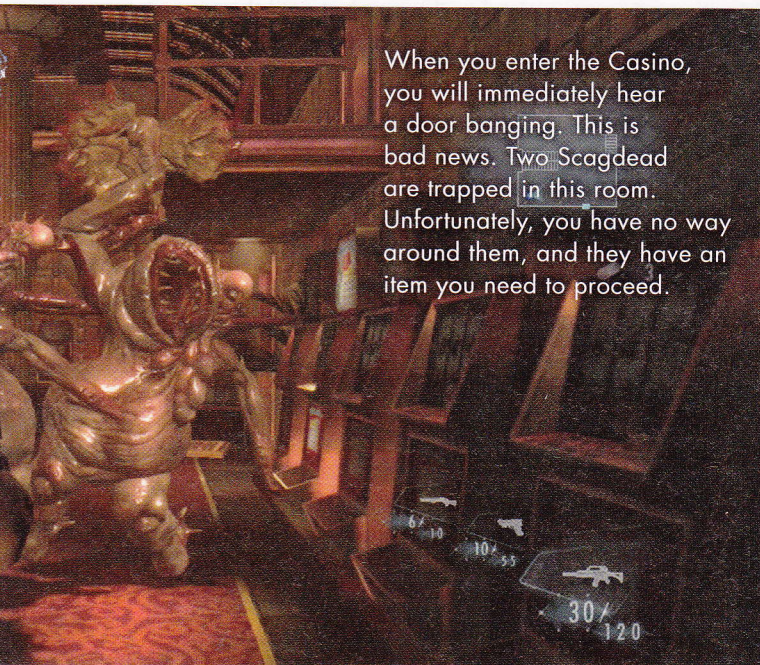
This time, it's much easier to step in one of the Scagdead traps. These traps not only do a significant amount of damage but also open you up for attacks from the monsters.

When one Scagdead is down, use charged melee attacks on the last one. The attacks inflict massive damage. With only one enemy left, you don't have to worry about getting hit from behind.

SCAGDEAD ON INFERNAL

On *Infernal Mode*, you must contend with two powerful Scagdead and a horde of Spiked Oozes. These Spiked Oozes are a major threat. If they knock you down with their swing attack, you are an easy target for the Scagdead.

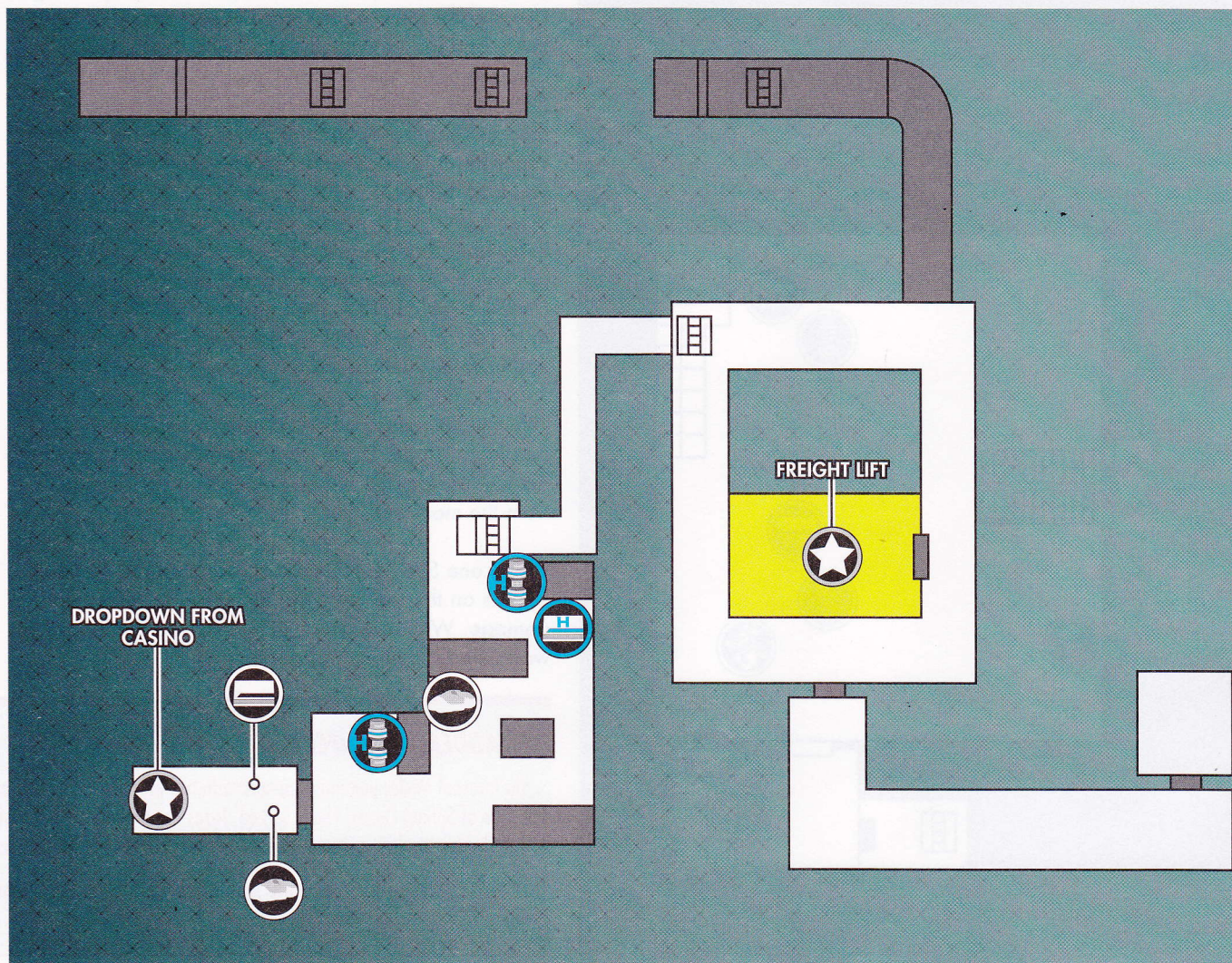
Unload with your grenades early in this fight and try to kill as many of the Spiked Oozes as you can.



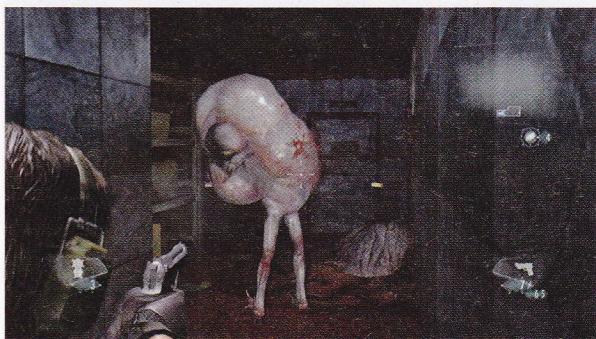
When the second Scagdead dies, it drops a **Trident Key**.

Grab any remaining supplies in the Casino then head into the room where the Scagdead were gathered. Reload your weapons, open the Trident door, and drop down the hatch.

DOWN THE HATCH



At the bottom, be ready to fire on a new type of Ooze. This disgusting mass of flesh is an Exploding Ooze. Shoot it a couple of times with a pistol to blow it up.

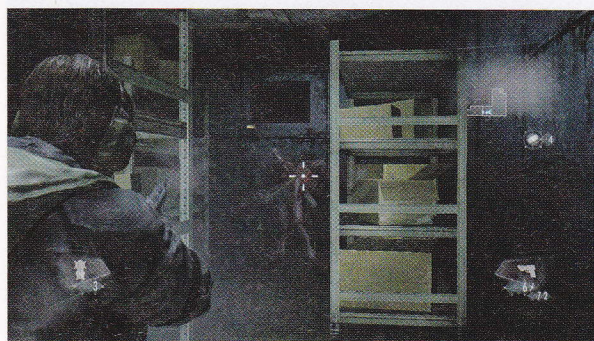


TARGET EXPLODING OozES

Exploding Oozes should always be your first target in a group of Oozes. They will damage any nearby enemies when they explode.

The next room is overflowing with Oozes. The corridors make it very difficult to avoid these enemies. Prioritize using your pistol in this combat until the Oozes get close, and then switch to your shotgun or submachine gun.

In the upper shaft, shoot the Exploding Ooze in the back to kill the Spiked Ooze in the front and to save some ammo. When you exit the upper hatch, you drop down into the Freight Lift area. Use the lever to activate the lift.



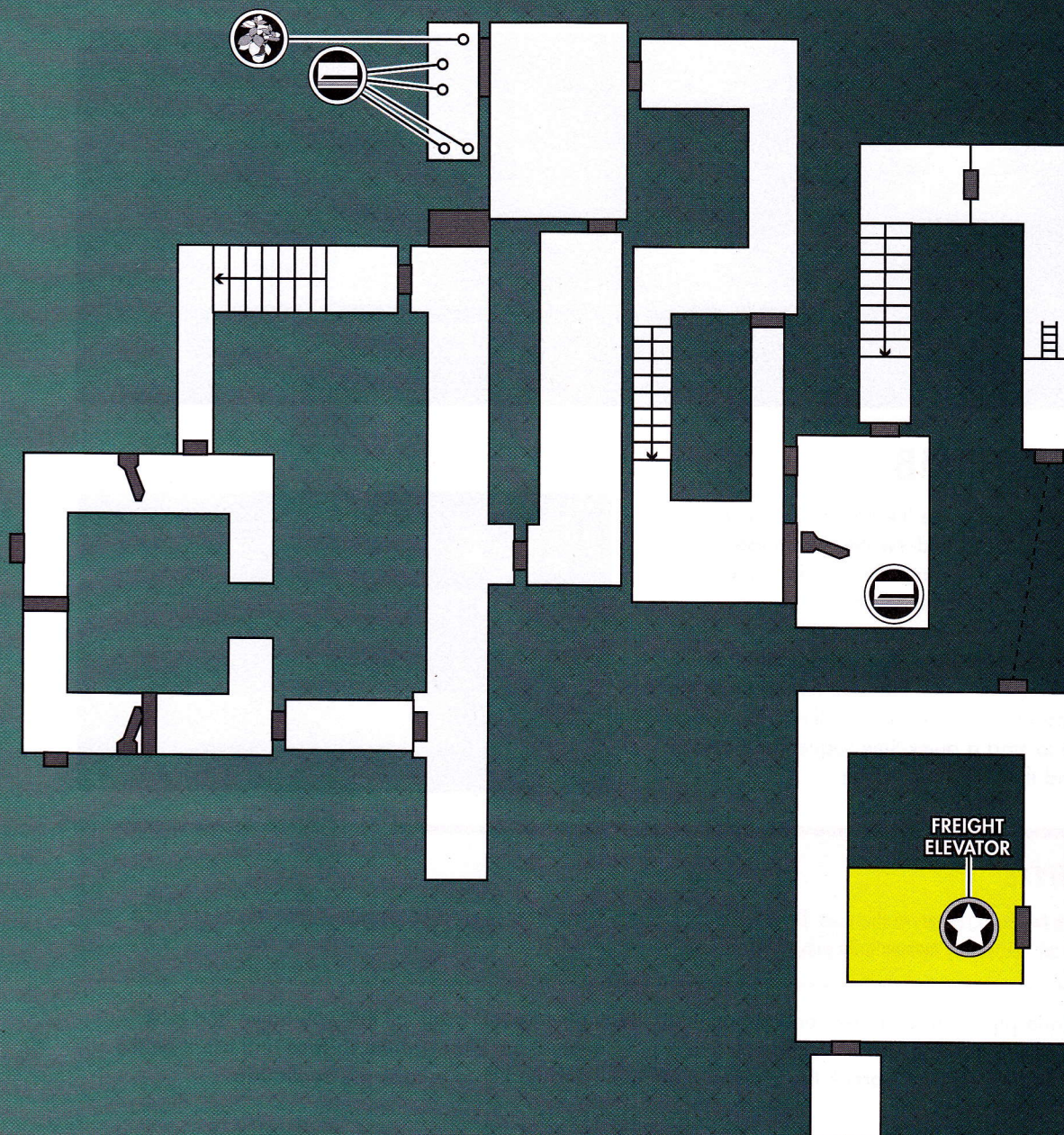
NOT QUITE DÉJÀ VU

After the cinematic, head to the Engine Room by exiting the freight elevator area via the north door. You will find yourself in a familiar-looking control room. Exit through the far door and kill the two Exploding Oozes.

Continue the fight towards the Bilge Room. This section should be familiar to you because you just ran through it in the last episode. There are a lot more regular, Exploding, and Spiked Oozes to contend with.



When you get back to the forked corridor, head through the southern passage to complete the section.



◀ **RESCUE TEAM**

CHARACTER: JILL VALENTINE

11:43 PM—Bilge Passageway

Unfortunately, Chris and Jessica weren't able to rescue Jill and Parker. It's up to them to find a way to stop the ship's flooding.



SWIMMING

This section of the game includes a lot of swimming. Swimming should be fairly intuitive. Press the action button to dive, then use the camera to look where you want to swim. Push forward with the movement stick to go there.

If you are having trouble with swimming, check out the Swimming Controls option in the Controls sub-menu.

You can tell when Jill has been underwater for too long. Her screen will turn increasingly blacker. Start looking for a spot to get air as soon as the screen gets a little dark. Sometimes it can take a while to find an air pocket.

WATERY TOMB

Your first goal is to escape the Engine Room. To do so, you need to find pipes underwater. Use these pipes to pry open the grate in the middle of the Engine Room ceiling, which is also underwater.

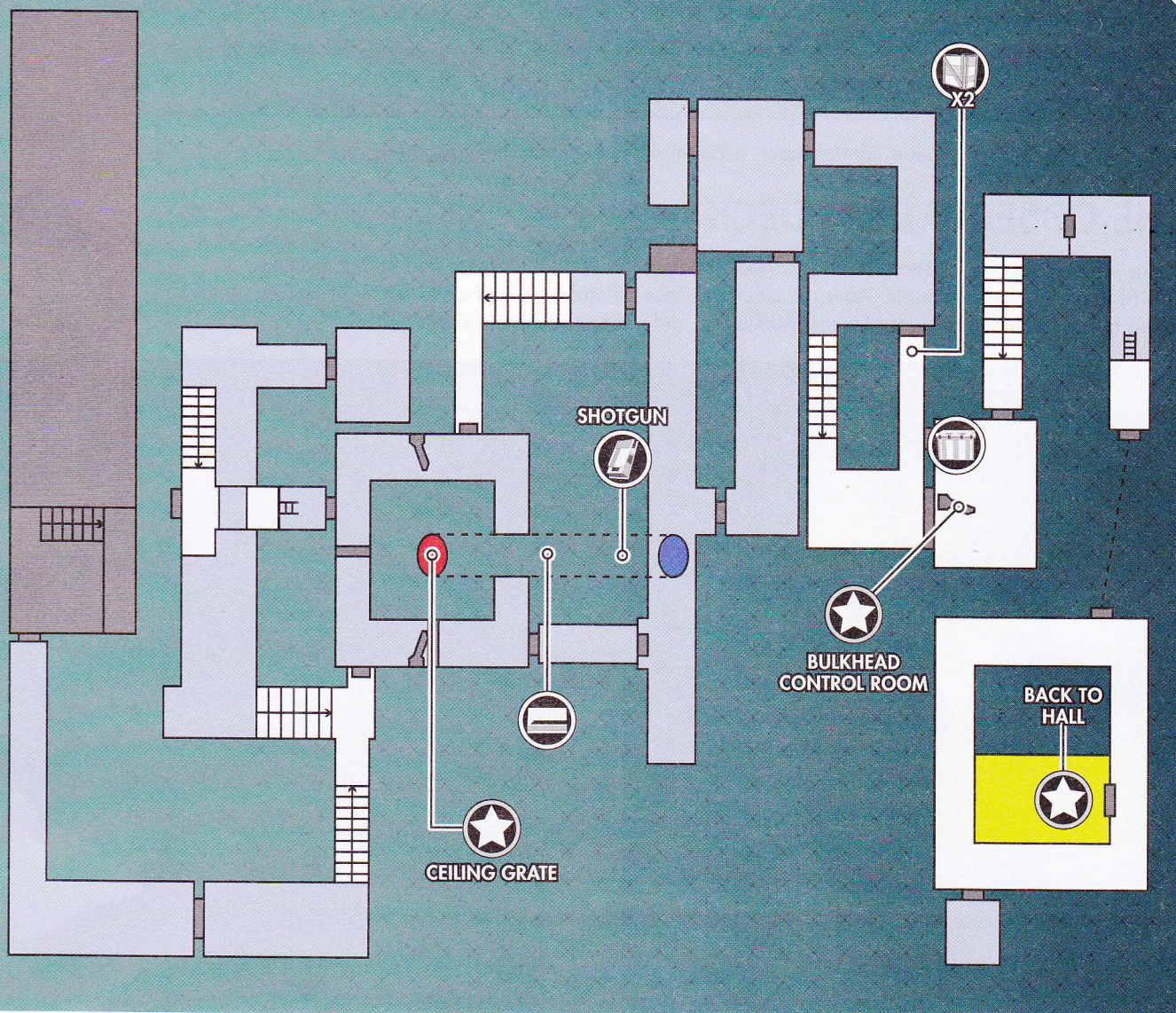
There are three pipes. Find the first pipe near the Engine Room control panel that you turned on at the end of the last episode. Swim up to the grate and use the pipe to start a quick-time sequence. Pass the sequence and then head up for air.



INFERNAL SEA CREEPERS

Infernal Mode players face two Sea Creepers in this area. Do your best to avoid them and focus on grabbing the pipes. Even if the Sea Creepers manage to grab you, you can recover by momentarily coming up for air.

Find the second pipe. There are two on the bottom of the Engine Room. Swim all the way down and look around for one the glowing shafts. When you find a pipe, swim it back toward the surface and use it on the grate a second time. This will break the grate and allow Jill and Parker to escape the death trap.



POWERED UP

Jill and Parker find themselves in a one-way shaft. Move down the shaft and grab the ammo and the **Shotgun Ammo Case** along the way.

When you drop down, you will be back in the half-flooded forked corridor. It appears the flooding was localized to the Engine Room (for now). The power is back on, so it's time to return to the Bulkhead.

Along the way back, you will encounter a bunch of Ghiozzos and Sea Creepers. If you are having trouble with these creatures, use your Shock Grenades. These grenades will kill anything near them in the water.



BACK TO THE BULKHEAD

On Infernal Mode, the tunnels back to the Bulkhead are filled with Oozes. These are mostly regular Oozes, so it's best to save your ammo and practice your dodge technique.

When you reach the Bulkhead control room, a cinematic is automatically triggered.

THE OBSERVATION DECK

Make your way to the Observation Deck. Head back to the Freight Elevator and hit the switch. This triggers another cinematic. After the cinematic, use the ladder to get up to the shaft and return to the Casino. Watch out for the Wall Blister defending the middle shaft.



DEALING WITH INFERNAL WALL BLISTERS

The middle shaft is infested with monsters, but it's difficult to make it through without getting snagged by one of the Wall Blisters. Instead, stay back and unload with your rifle. If you get overwhelmed, retreat back up the rear ladder.

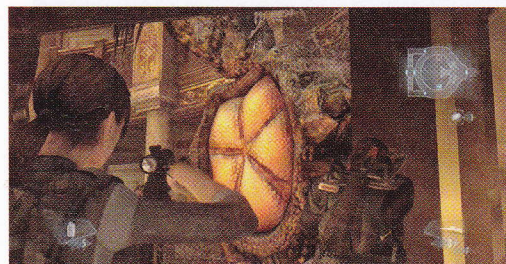
In the Casino, watch out for two more Wall Blisters. Pick them off from the upper area to avoid getting killed by their tentacles.

When return to the Hall, take the elevator up to the Observation Deck. The correct elevator will be marked on your mini-map. Hop in, but be ready for a bumpy ride.

IS THIS YOUR STOP?

On the way up, Jill and Parker are attacked by a horrendous tentacle-thing. This is a preview battle of a future boss fight. You can't kill this creature now: the best you can do is repel its various attacks. When the monster exposes its club-like appendage, shoot it in the orange center, the weak point. The shotgun is the best weapon for this. After a few hits, the appendage will retreat. If you are too slow, it will hit Jill.

After the first couple attacks, it will start to swing the appendage around, making it more difficult to hit. As long as you use the shotgun, you should be able to hit it enough to force it to retreat before slamming the elevator. Don't worry about using up all of your shotgun ammo. You will have an opportunity to restock before the boss fight. When the creature peeks into the elevator with its hideous eyeball, scan it for a major bonus.



After you repel the tentacle five times, it releases the elevator, and you are able to continue the climb to the roof.

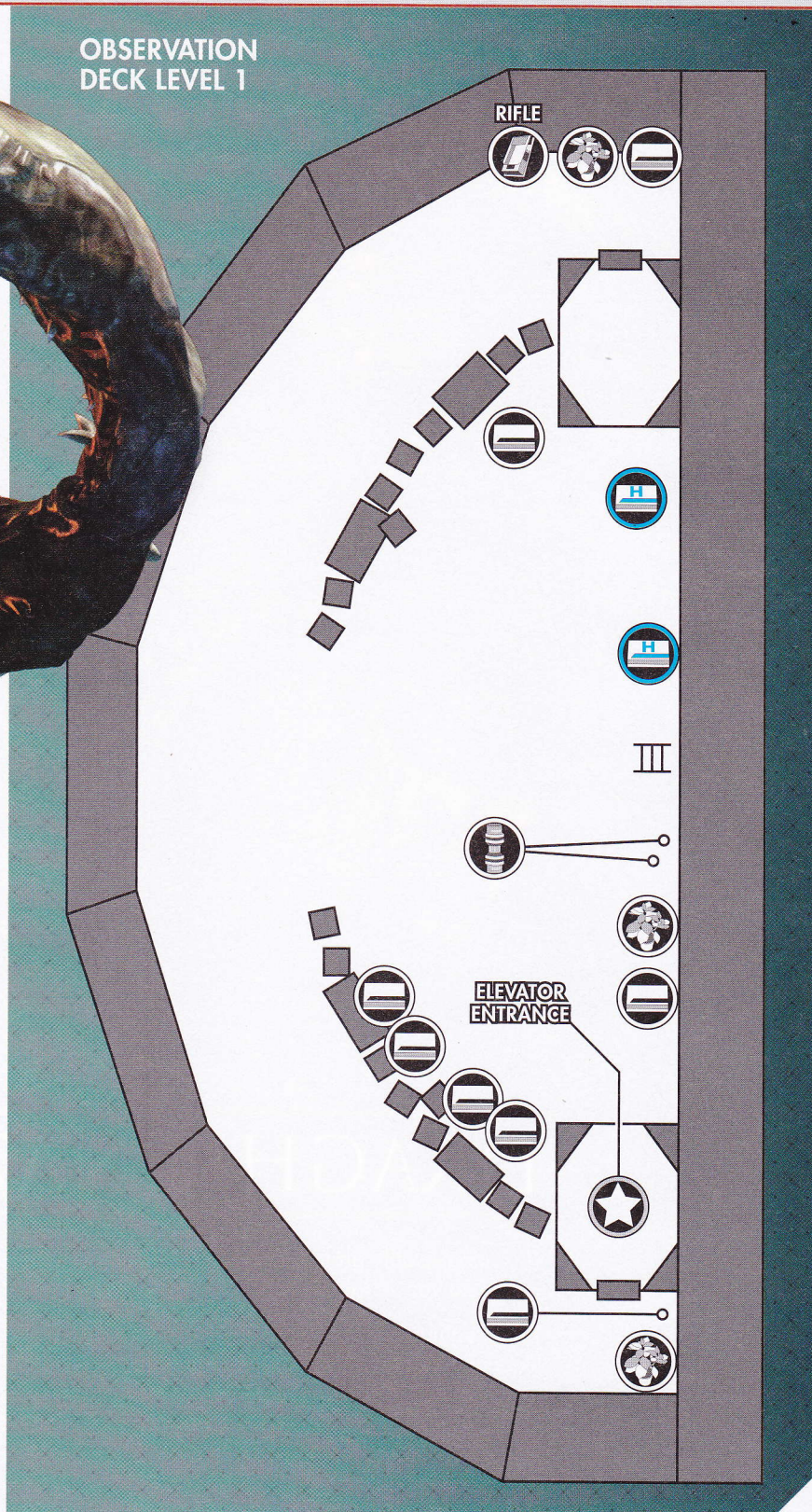
INFERNAL ELEVATOR ACTION

The elevator sequence is more difficult on Infernal Mode. The club tentacle can suffer more damage before it needs to retreat. In order to defeat it, put your highest damage mod on the shotgun (or, if you have lots of ammo, the machine gun).

The tentacle is much too hard to hit consistently with the rifle. The rifle will be of more use in the next stage of the fight.



OBSERVATION DECK LEVEL 1



SHOWDOWN

The Observation Deck is filled with supplies. Refer to the map in this section for a full breakdown of all item locations. Be careful: when you reach the middle of the room, you will trigger the beginning of the boss fight!



DRAGHIGNAZZO

This unbelievably grotesque creature is extremely powerful and by far the toughest opponent you've faced so far.

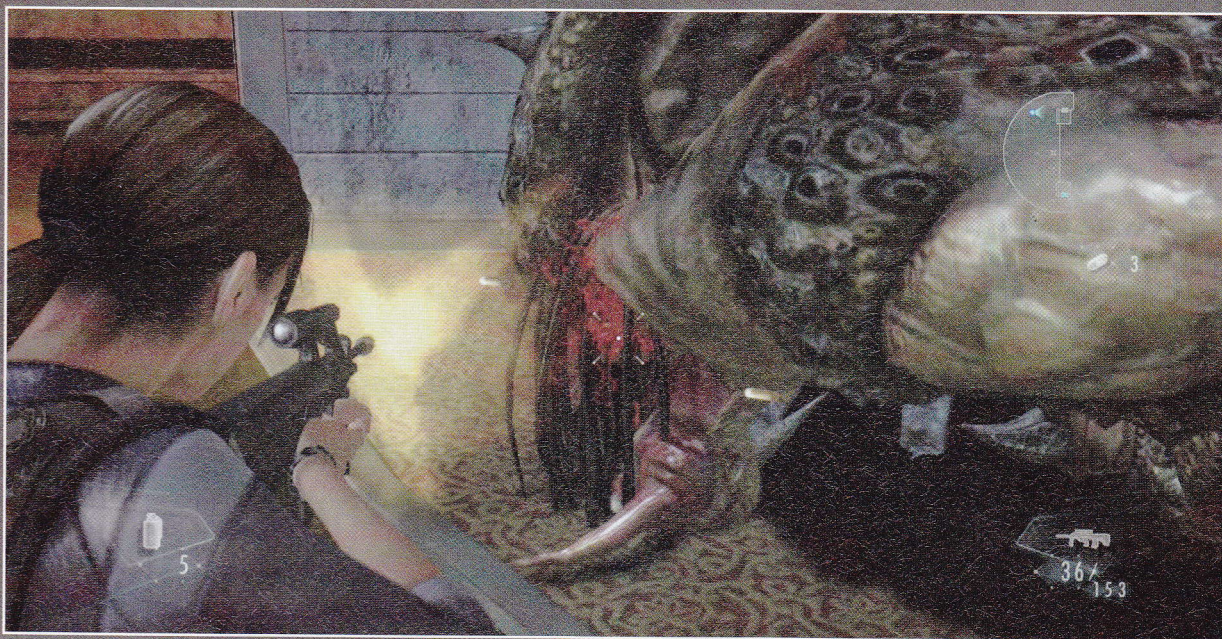
The Draghignazzo has several weak points. The first is the orange side of the club-like appendage that you attacked in the elevator sequence. The fleshy appendages jutting out of where the creature's head should be are also weakpoints. These head appendages are hard to aim for, but you can maneuver to the front of the creature to target them if it is stunned.

Additionally, there are some less-effective fleshy areas you can shoot, but you should save your ammo for openings on the head areas or club-like appendage.

As in the Scagdead boss fight, the red containers around the room can inflict major damage to the Draghignazzo. However, in this fight, you shouldn't detonate the containers. Instead, let Draghignazzo run into them. This stuns the creature and allows you to move around the front and fire on its exposed head area.

The Draghignazzo has several attacks. Its primary attack is a dashing attack with its shield. While it is dashing, it is invulnerable, and it's imperative that you get out of the way. When the Draghignazzo starts its charge toward you, move to the side as quickly as possible to avoid the attack. If you are too late moving out of the way, you can time a dodge to avoid the attack completely (but this is extremely difficult to achieve).

The Draghignazzo can slam the floor with its club-appendage. This knocks Jill over, and you have to get up quickly to avoid a follow-up charge attack. To defeat the Draghignazzo, just keep unloading with your best weapons. It may seem to be invulnerable, but it will eventually fall.



INFERNAL DRAGHIGNAZZO

The Draghignazzo is an exceptionally difficult challenge on Infernal Mode. Not only does it have significantly increased health but its charge attack also executes at double speed. This allows it to sprint across the entire deck without allowing you enough time to get out of the way. To make matters even worse, the ground-pounding stomp has a much larger radius and can knock Jill off her feet from almost anywhere on the deck.

Use the corners of the deck area to provide cover from the charge, and always do your best to keep as much distance from the boss as you can. If you get caught in the open, it's very difficult to get out of the way. Start running before it starts to move or try for a timed dodge, which is almost impossible against the speeds of his attack.

Remember that a Weapons Crate is in this area. This allows you to switch the damage modifications on your weapons if you run out of ammo for your primary gun. It may seem as if there are limited ammo and herb pickups around. But if the Draghignazzo gives you an opening, you can use the Genesis Scanner to uncover several hidden items.

SCANNING...

After you defeat the Draghignazzo, you can repeatedly scan the corpse for 49 bioscan points.

IMPORTANT AMMO CASE

Be sure to locate the **Rifle Ammo Case** along the northern edge of the Observation Deck.

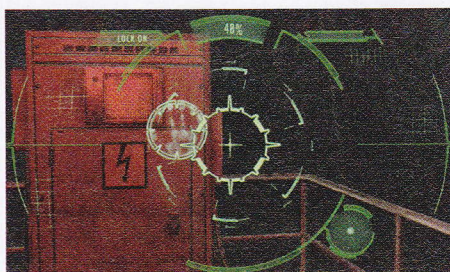
When the Draghignazzo finally falls, clear out any remaining ammo packs. Then head up to the ladder to the antenna.

When you go upstairs, grab the blinking **Veltro Key Card** and use it to exit back outside. You will also find the "Veltro Agent's Journal 1" file next to the keycard.

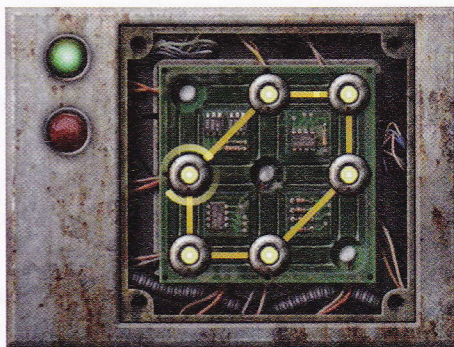


SECRET HANDPRINT 20 LOCATION

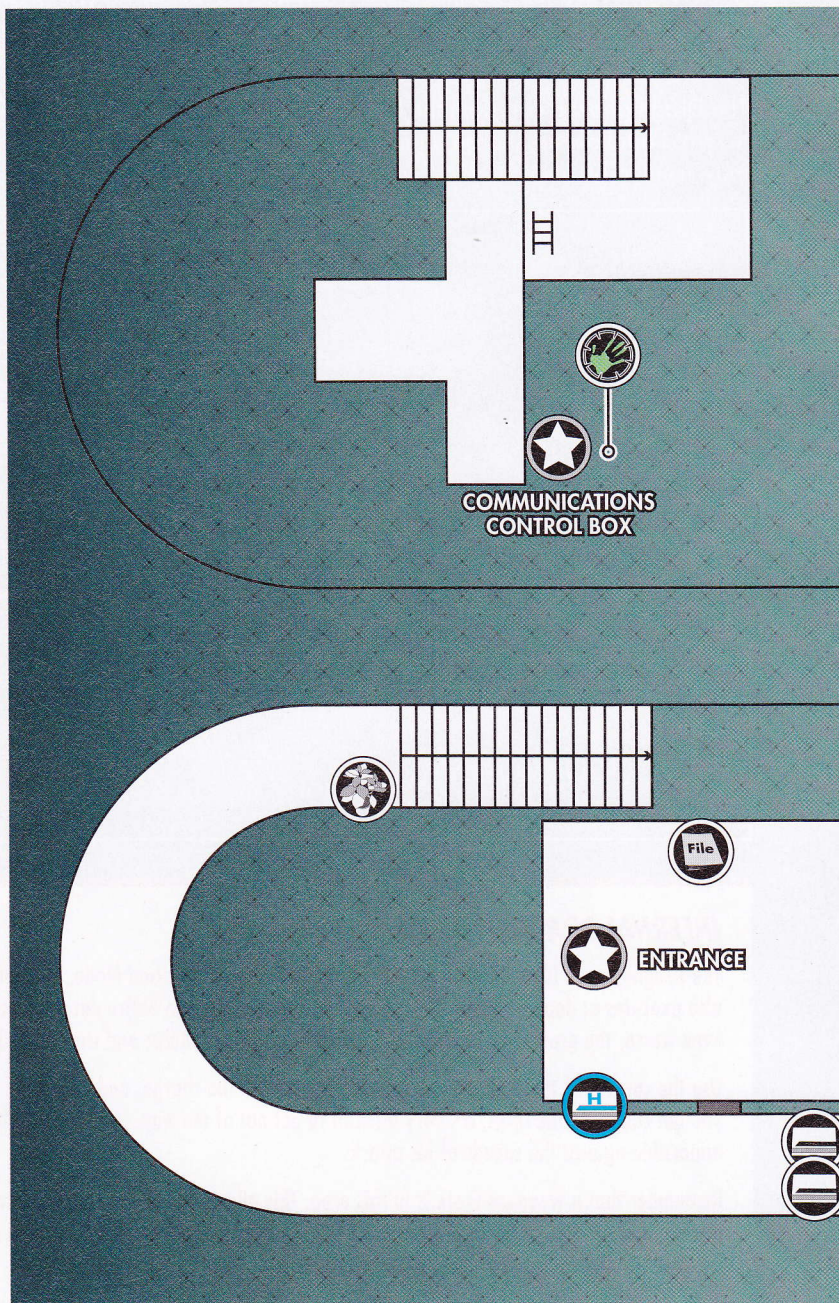
THIS HANDPRINT IS ON THE COMMUNICATIONS CONTROL BOX. SCAN IT BEFORE YOU SOLVE THE PUZZLE.



Continue to the very top of the deck and look for the glowing control box. This is another electrical puzzle. Solve it by using this pattern:



Solving the puzzle completes this episode!



EPISODE 7

THE REGIA SOLIS

◀ THE UAV

CHARACTER: JILL VALENTINE

Queen Zenobia, Near the Antenna

The solar energy matrix has been activated and the *Queen Zenobia* is its next target. But why won't O'Brian authorize Jill and Parker's evacuation? With an incoming satellite attack on the *Queen Zenobia*, Jill must do everything she can to confuse the satellite's system and cause a misfire on the ship.



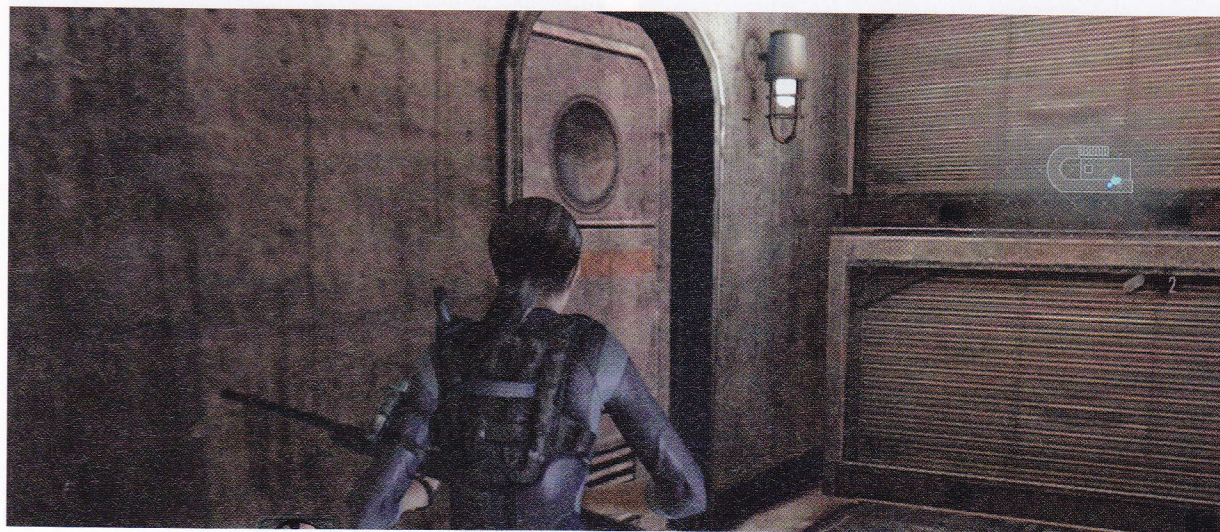
RUNNING OUT OF TIME

First things first: get back in the ship. Proceed down to the first level of the Observation Deck. Search the bench near the elevator you rode up for a **Machine Gun Ammo Case**. Scan the front of the deck for some **Custom Parts (Damage 3)**.

BACKTRACKING THROUGH THE SHIP

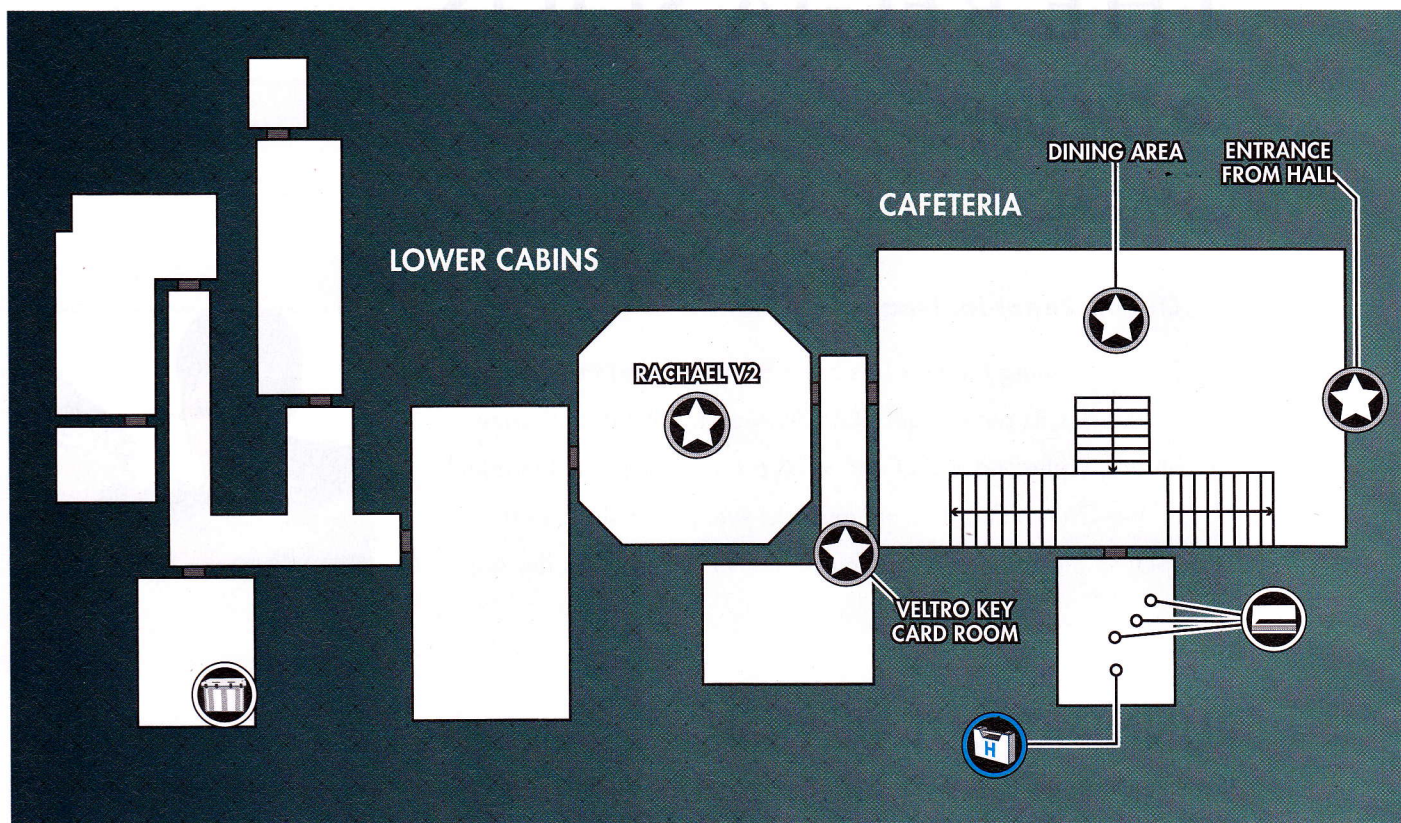
Because you will mostly be navigating through previous areas of the ship, the maps that you will be travelling through are not shown again in this section. This is because no new items are available in these areas. Of course, if you didn't get some of the ammo or special items earlier, you are free to grab them now.

On the Foredeck, find the elevator that is opposite of the elevator on which you arrived at the end of the last episode. Then ride it down. This elevator stops on the third floor of the Hall. When you get out, Quint tells you that you must gain access to a UAV on the Foredeck.



BACKTRACKING

You now have access to the Veltro Keycard, so you can go back and explore some previously inaccessible rooms.



First head to the second floor of the Hall. Proceed through the Cafeteria door back into the dining area. The dining room is reinfested with Oozes and two Wall Blisters. When you've killed everything in the Dining Hall, use your Iron Anchor Key in the door to the south to open a room filled with ammunition power-ups. You also find some hidden **Custom Parts (Infighter 1)** at the back of the room.



Now walk through the western door. Go south to a previously locked door that you can now open with the Veltro Keycard.

This is a small library. Inside you find the "Suicide Note" file and, lying on the desk, the Python magnum weapon.



Exit the small library and move toward the lower cabins via the west exit. Inside you encounter an old nightmare!

RACHAEL V2

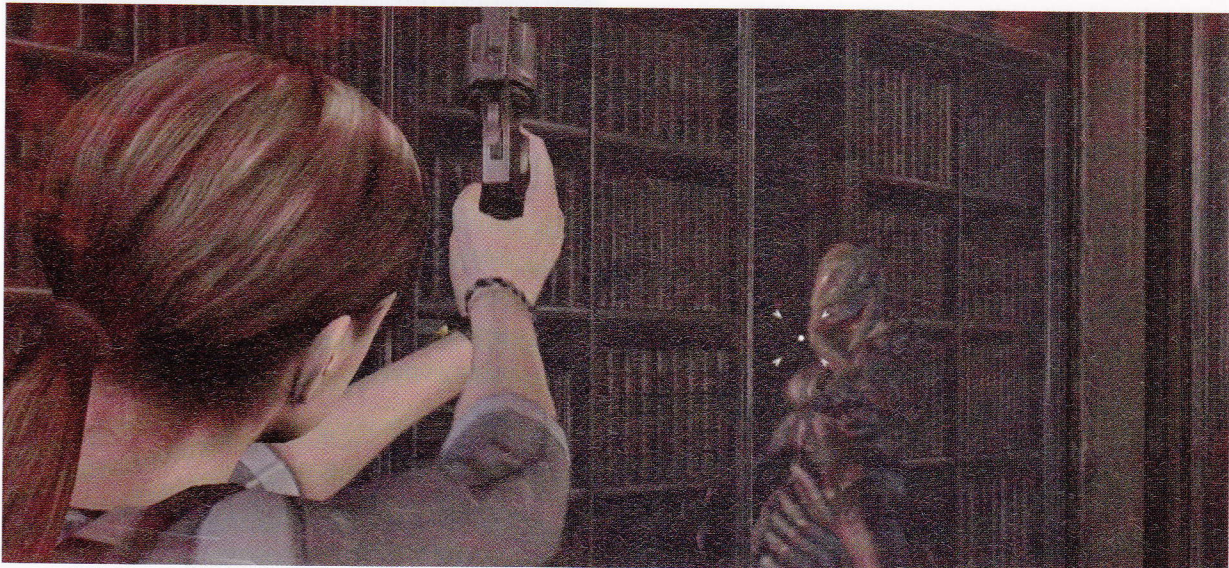
Rachael is back. Killing her is optional and very difficult. She has a lot more health than she had in the previous encounter, but she rewards you with **Illegal Custom Parts** if you kill her (again).

If you want to fight her, clear out the Shooter Oozes in this library to make some room, and then keep your distance, unloading on her head with your newly acquired magnum and your submachine gun.

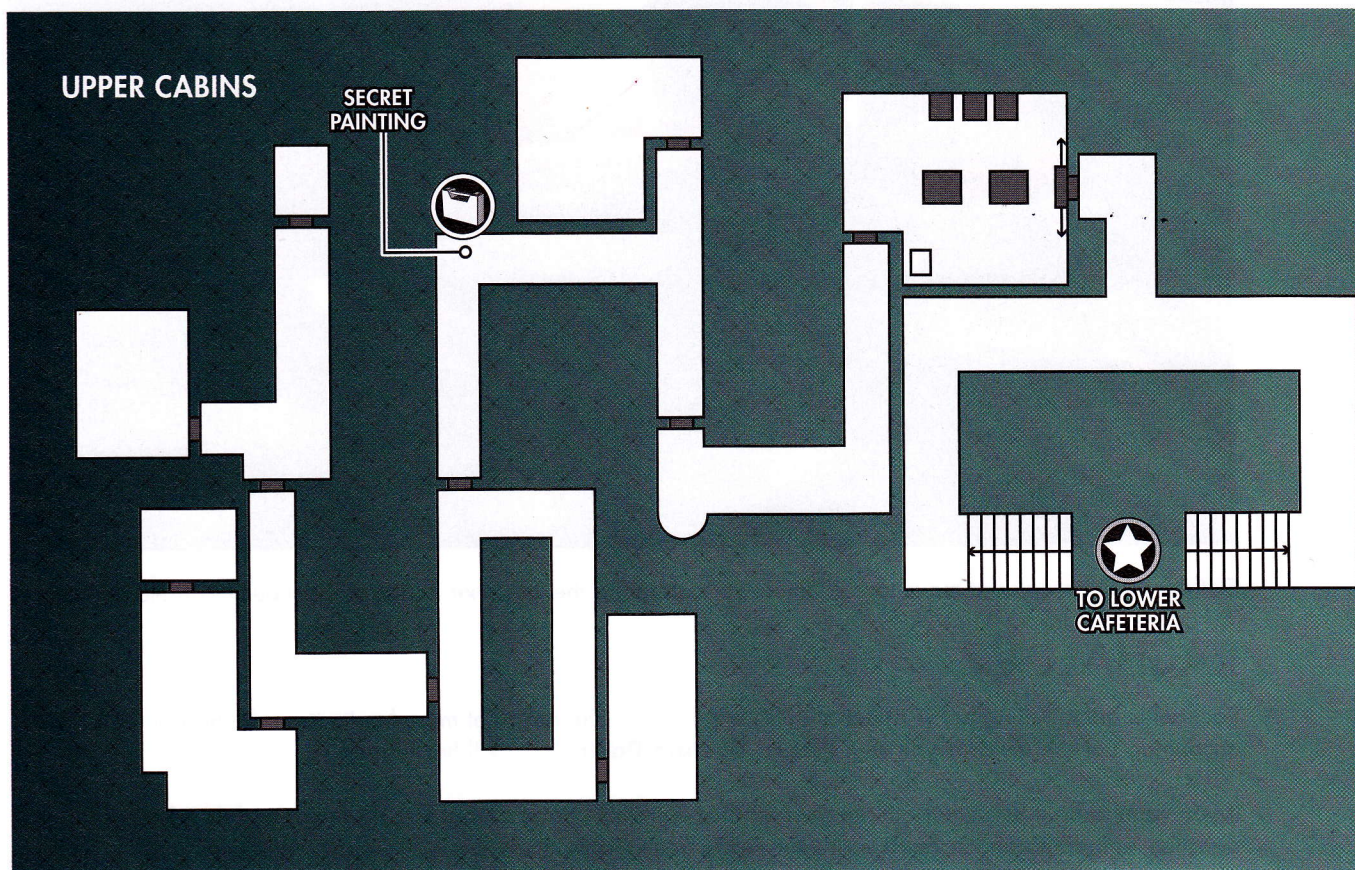
INFERNAL RACHAEL

On Infernal Mode, Rachael is simply not worth the effort or ammunition to kill. You can still go for the various secret items discussed in this chapter, but you should avoid fighting her directly.

When Rachael dies, she drops **Illegal Custom Parts (Burst 4)**.



SECRETS UNCOVERED



After you have defeated Rachael, return to the Cafeteria and head upstairs. Use the map above to navigate to the object marked "Secret Painting." There Jill can interact with the painting to reveal a secret Veltro safe. Use your card to open it and retrieve **Illegal Custom Parts (Burst 2)**.

Return to the Hall and enter the Promenade. Access the Promenade (where you fought the first Scagdead) via the door on the first floor of the Hall. On your way there, you encounter Raymond, who appears to have somehow discovered the BSAA's plan.



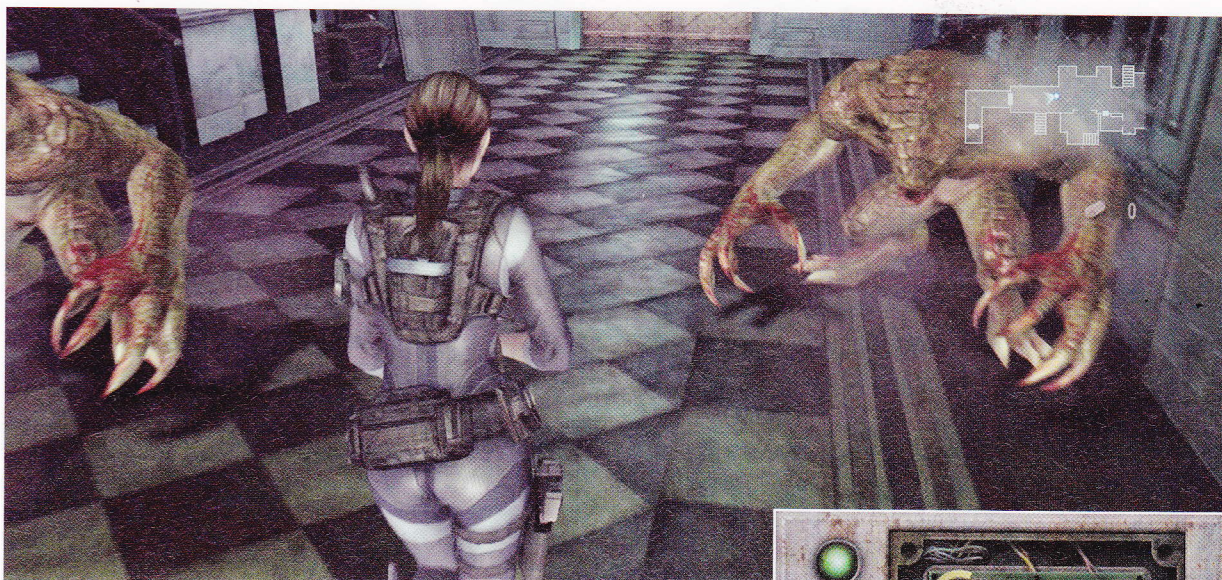
RETURN TO THE PROMENADE

The Ooze corpses littering this area are a clue that something has gone very wrong. As you continue through the bottom passage, a swarm of Hunters drops from above to attack!

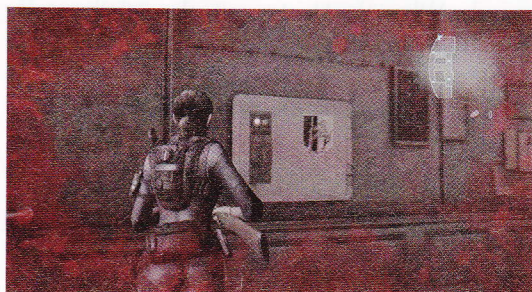
Ignore the Hunters and make a dash for the rear door. Your Lifebuoy Key opens it, cutting off these new enemies. Unfortunately three more Hunters are inside. Kill them and then use the electrical panel at the end of the hall.

KILLING HUNTERS

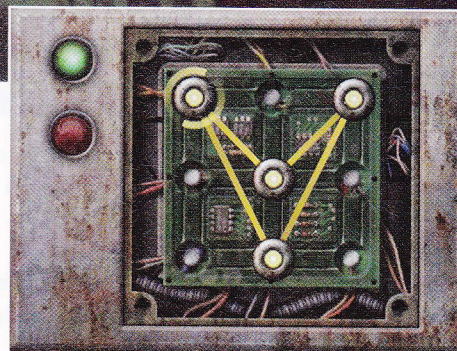
On Infernal and Hell Modes, it's well worth killing the Hunters here. You can find a lot more ammo via scanning, which recoups the costs of ammunition used to kill the half dozen Hunters roaming the halls.



Solve the puzzle by aligning the breakers like this:

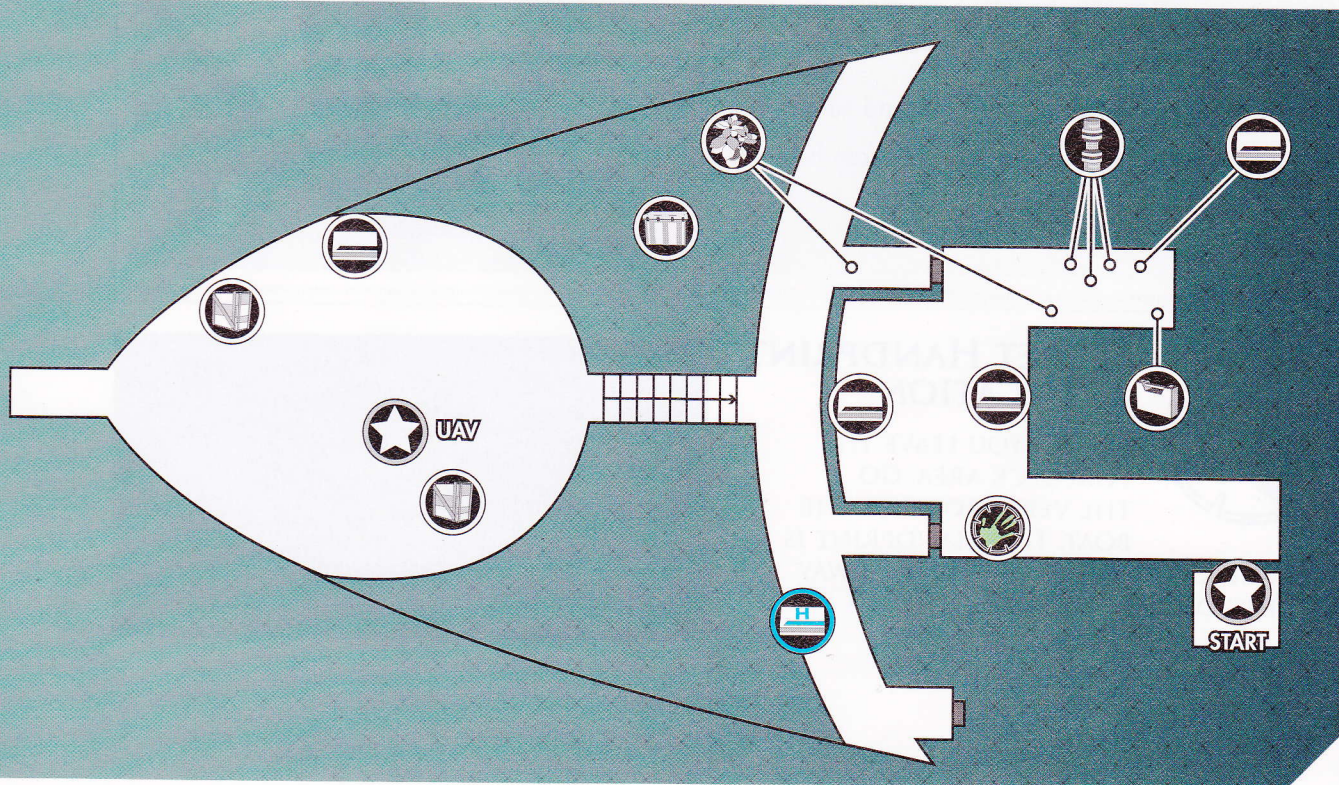


Jump in the elevator and take it to the Bridge. When you arrive, get out and return to the Bridge conference room (the north room.) Inspect the safe on the wall to retrieve some **Illegal Custom Parts (Damage 4)**.



Return to the elevator and take it back down to the Deck (*not* the Promenade Deck).

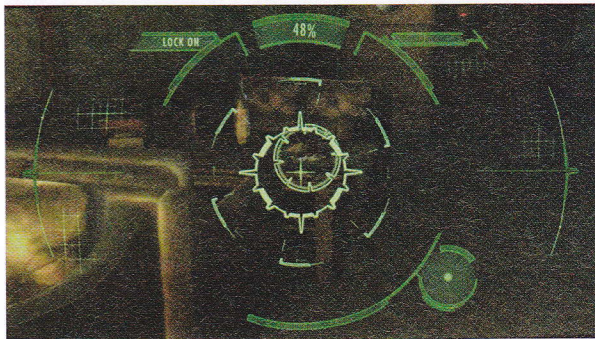
THE FOREDECK





SECRET HANDPRINT 21 LOCATION

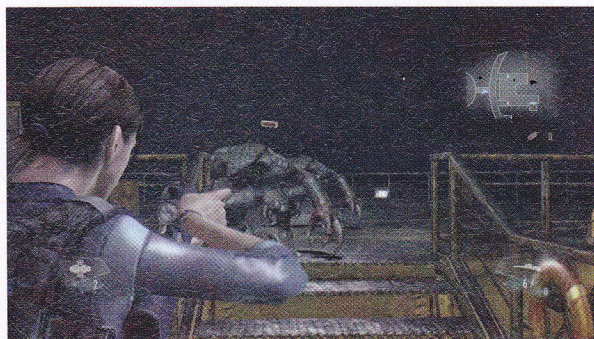
THIS HANDPRINT IS ON A MAP, SITTING ON A TABLE, ON THE LEFT SIDE OF THE ROOM, WHEN YOU FIRST ENTER THE FOREDECK.



This room is full of supplies. Search the far end of the room for another Veltro safe and more **Illegal Custom Parts (Daze 2)**.

After you've cleared out the room, use the Veltro Keycard to exit onto the Foredeck. Get ready for a big fight!

Hunters arrive to attack Jill and Parker. These Hunters are a bit tougher than the ones you encountered in the Terragrigia flashback, but an upgraded shotgun or the Python makes short work of them. If you need to switch your upgrades around, a Weapons Crate is on one side of the outer deck.



When you've cleared the first wave of Hunters, proceed toward the Helipad. Have your rifle or the Python ready. When the Hunters attack, pick them off from the narrow walkway.

When the fight is over, interact with the UAV.

DEADLINE

CHARACTER: JILL VALENTINE

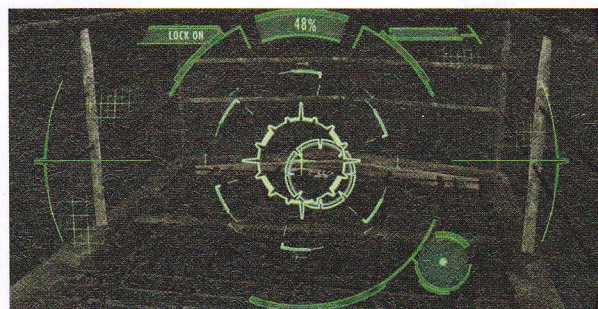
1:08 AM—Queen Zenobia Deck

Jill and Parker have set up the UAV and send it into the sky. Will it be enough to stop the satellite from blasting the ship?

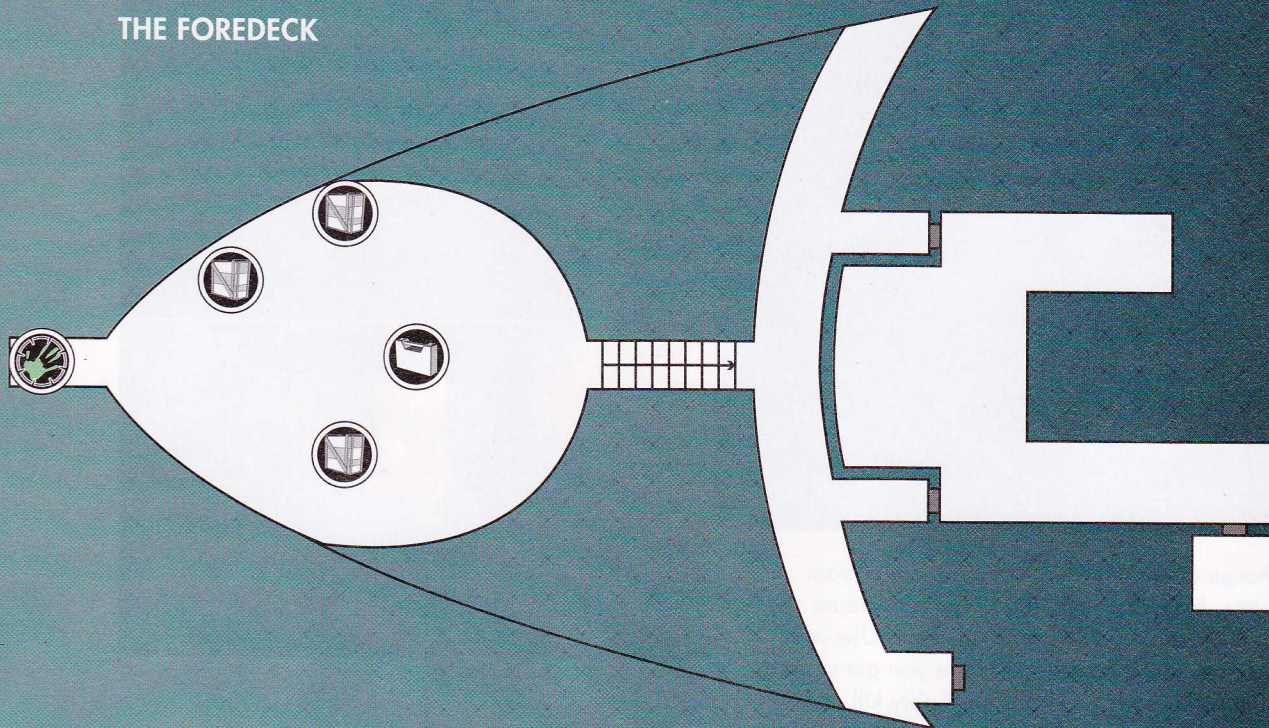


SECRET HANDPRINT 22 LOCATION

BEFORE YOU LEAVE THE FOREDECK AREA, GO THE VERY FRONT OF THE BOAT. THIS HANDPRINT IS LOCATED ON THE END OF THE WALKWAY JUTTING OUT AT THE SHIP'S BOW.

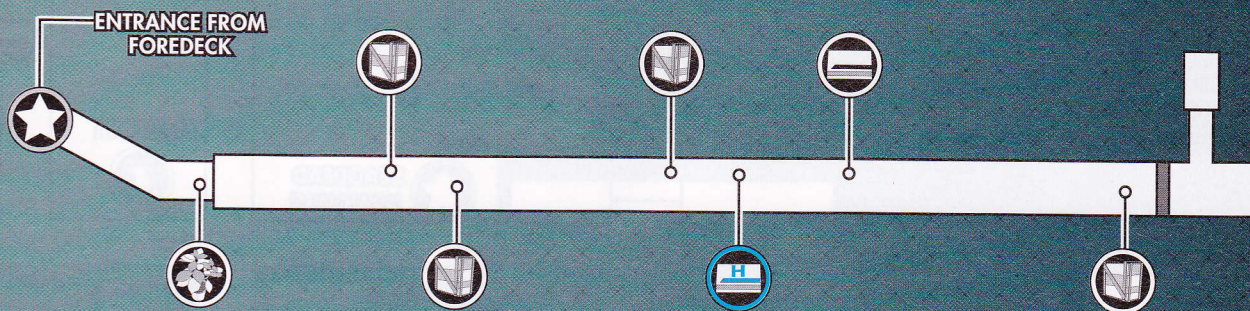


THE FOREDECK

**SAVE FOR REPLAYS**

WEAPONS CRATE

Follow Parker to an alternate exit of the Foredeck.



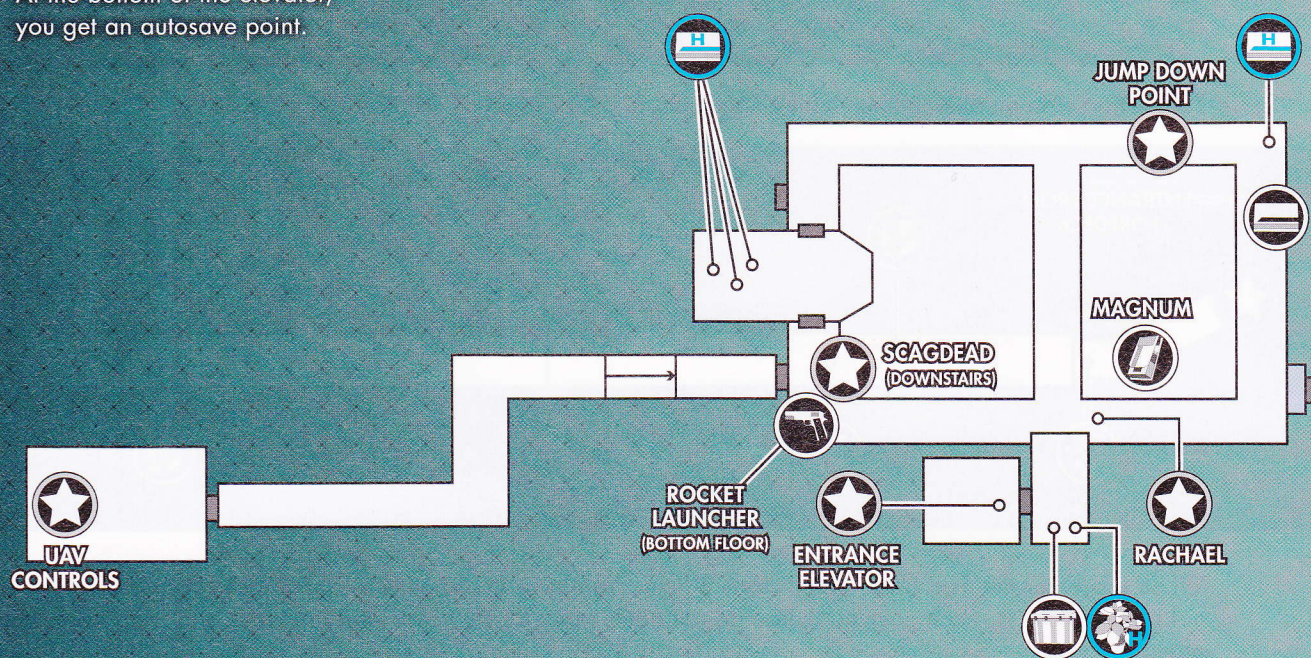
In the first deck area, grab the herb in plain sight. Use your rifle to pick off the Exploding Ooze in the distance.



Now charge down the deck, dodging away from the Hunters. Halfway down the deck, you see an Exploding Ooze defending the final door. Use your rifle or a grenade to destroy it before you get close to it. If you try to run past it, it will probably kill you.

Enter the door at the end of the deck. Turn to Jill's left to see a Shooter Ooze standing there. Toss a grenade at it to quickly kill both the Shooter and an Exploding Ooze that is defending from around the corner. The Exploding Ooze was guarding an elevator. Enter it and ride it to the bottom.

At the bottom of the elevator, you get an autosave point.



WATCHING THE CLOCK

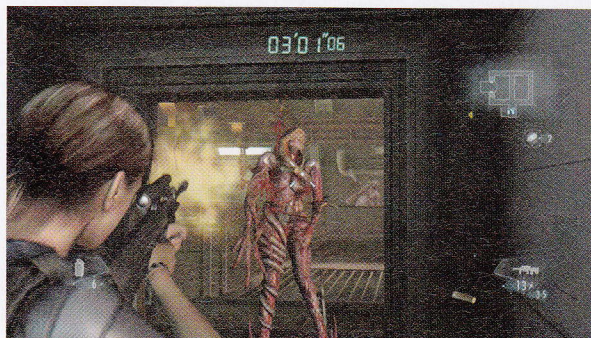
Don't worry if you arrive at this checkpoint with less than two minutes on the clock. The game automatically adjusts the timer back to two minutes when you retry. That's just enough time to make it to safety. But with a little practice, you can kill both Rachael and the Scagdead and still make it out alive.

Note: If you arrive with more than two minutes on the clock and then die, you lose that bonus time when you respawn.

RACHAEL V3

In the next room, Rachael is back again! If you kill her this time, she drops a **Illegal Custom Parts (Bind 2)**. Killing her is just as difficult as it was in the previous episode.

If you don't kill Rachael here, she follows you into the next area.



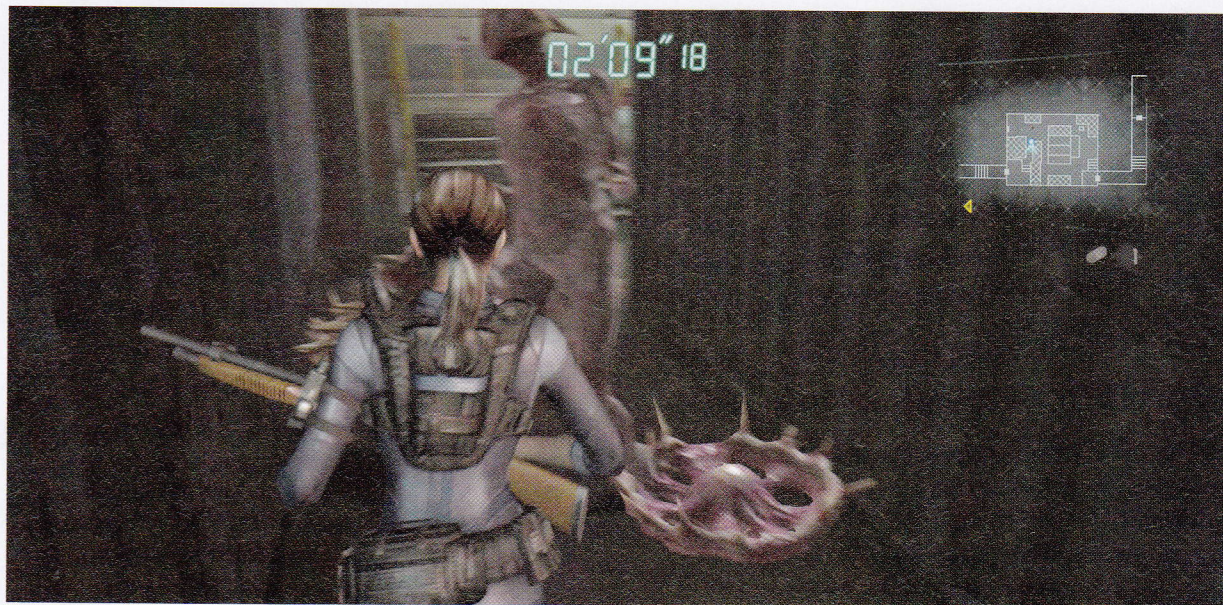
MORE CUSTOM PARTS

If you follow Rachael's walkway around to the left and go through the set of doors, you find some **Custom Parts (Damage 3)** at the dead end. However, you should not try to get these parts at this point. You can retrieve them in a later episode.

JUMPING DOWN

This room's exit is on the bottom floor. Follow the upper walkway to the right and kill the Shooter Ooze to access the ladder down.

When you jump down, you see a few Shooter Oozes. Ignore them and dash across to grab the **Magnum Ammo Case**. Now turn to the right and move toward the exit. Quickly navigate through the crates until you start to see Scagdead traps. Be extra careful so that you don't step in one. It slows you down, and you cannot afford to take any extra damage.





SCAGDEAD

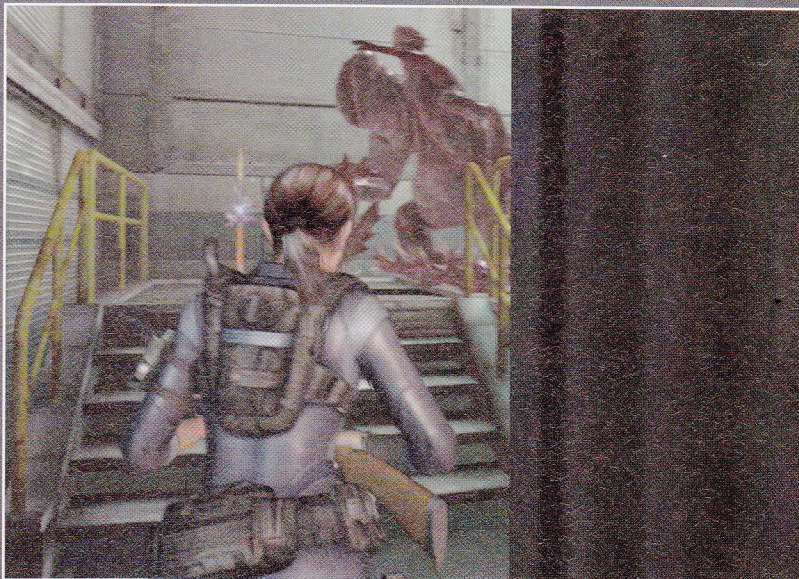
As you turn the last corner, hug the left cargo crate to avoid the traps, and then swerve through the traps and the Shooter Ooze standing in the middle of them.

Suddenly a Scagdead charges at you. The secret to defeating this monster quickly is to use the Rocket Launcher that is leaning against the wall behind it.

The trick to getting past the Scagdead is to wait a second before rushing to the Rocket Launcher. Wait until Parker starts to say, "Sorry, but I don't have time for the likes of you." When Parker says "time," move forward, dodge around the Scagdead, and grab the Rocket Launcher.

Step past the traps, do a quick turn, and fire away. Don't worry about friendly fire, which Rocket Launchers don't possess. Just shoot it at point-blank range. This instantly kills the Scagdead.

The Scagdead drops **Illegal Custom Parts (Infighter 2)**.



INFERNAL ROCKET LAUNCHER

On Infernal Mode, the Rocket Launcher is located in a different place. It's on the raised platform directly in front of the spot where Jill initially drops down into the lower area. This Rocket Launcher makes it much easier to kill the Scagdead—just blast it as soon as you come around the corner. (You don't need to go around it.)

You can also use the Rocket Launcher to kill Rachael if you prefer. She's harder to avoid in the last tunnel.

FINAL ESCAPE

Walk through the door near the Scagdead. If you haven't killed Rachael, she comes back to attack you here. Kill or ignore her, depending on how much time you have on the timer. You need about 20 seconds to make it to the end from here.

Two Shooter Oozes guard the final door. Toss a grenade to kill both of them at once, then step through the door. Activate the computer directly ahead to complete the episode.



EPISODE 8 ALL ON THE LINE

BETRAYAL

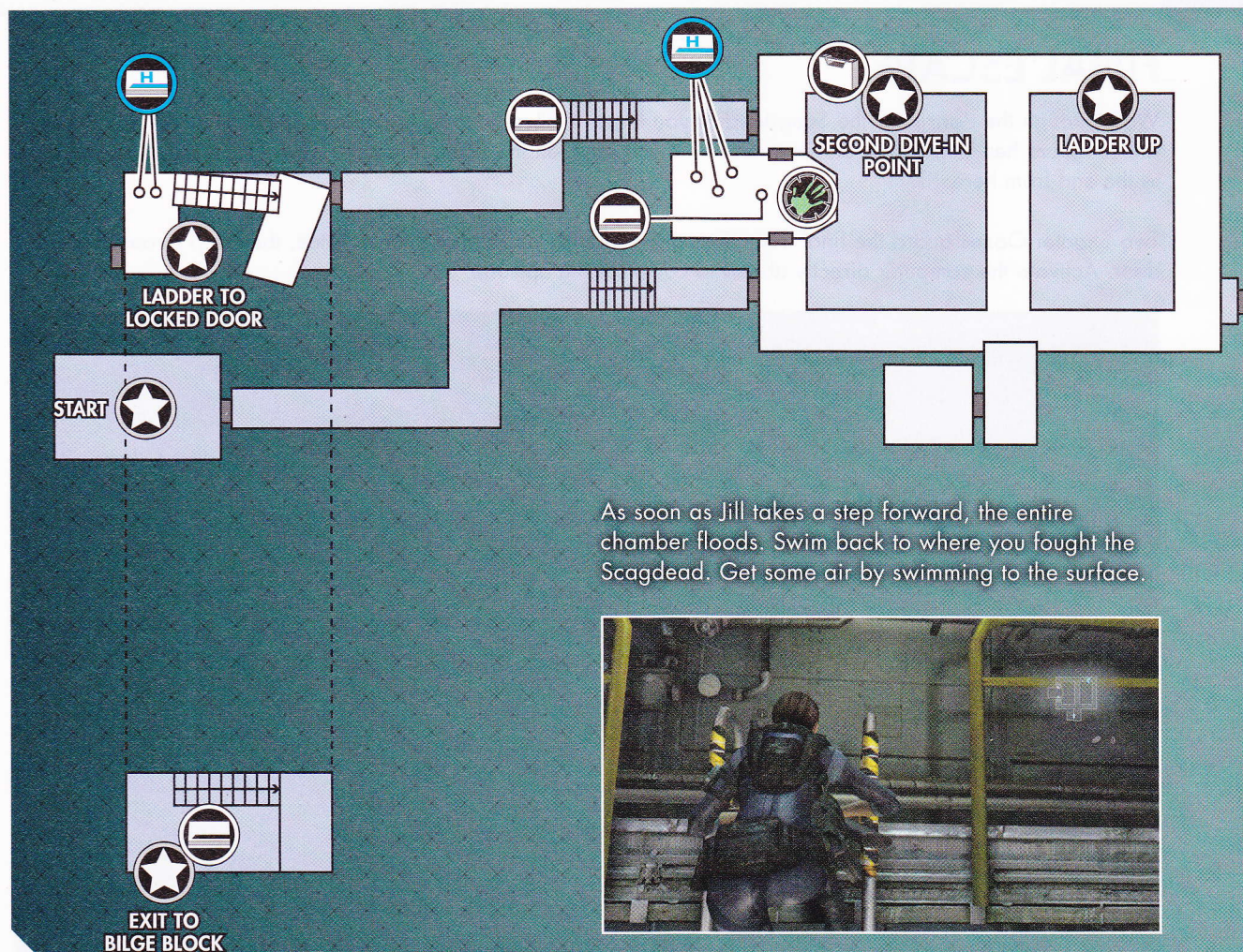
CHARACTER: JILL VALENTINE

1:17 AM—Queen Zenobia, Hold

O'Brian is unable to stop the satellite from being launched. Jill and Parker's fate appears to be sealed. How can they possibly escape?



FLOOD WATERS



Swim to the ladder where you jumped down to the lower area in the previous episode. The debris has been kicked around so you can now walk all along the upper walkway area. Grab the **Custom Parts (Damage 3)** and then dive back in the water.

A second door that leads to a new section of the Hold can be found underwater.



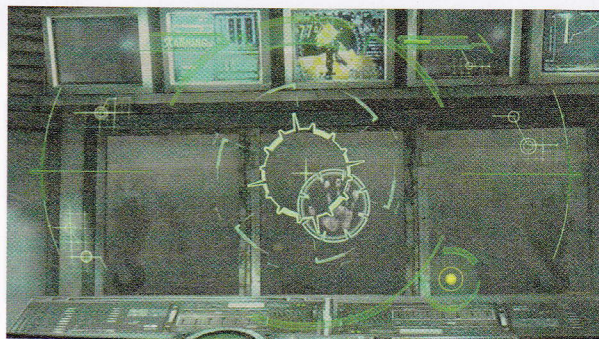
BACKTRACKING FOR AMMO

Refer to the previous episode's map for the locations of all the ammo in this section. Any ammo (except for the Rocket Launcher) will be available without the time limit here.

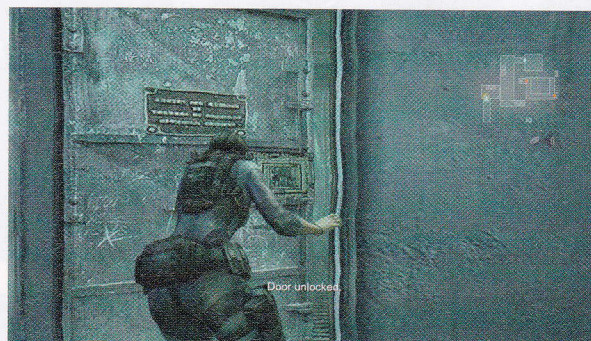


SECRET HANDPRINT 23 LOCATION

BEFORE JUMPING IN THE WATER FOR A SECOND TIME, HEAD INTO THE SMALL ROOM ON THE WESTERN EDGE OF THIS UPPER WALKWAY AREA. FIND A BUNCH OF HIDDEN AMMO INSIDE. LOCATE THE SECRET HANDPRINT ON THE WINDOW OVERLOOKING THE HOLD.



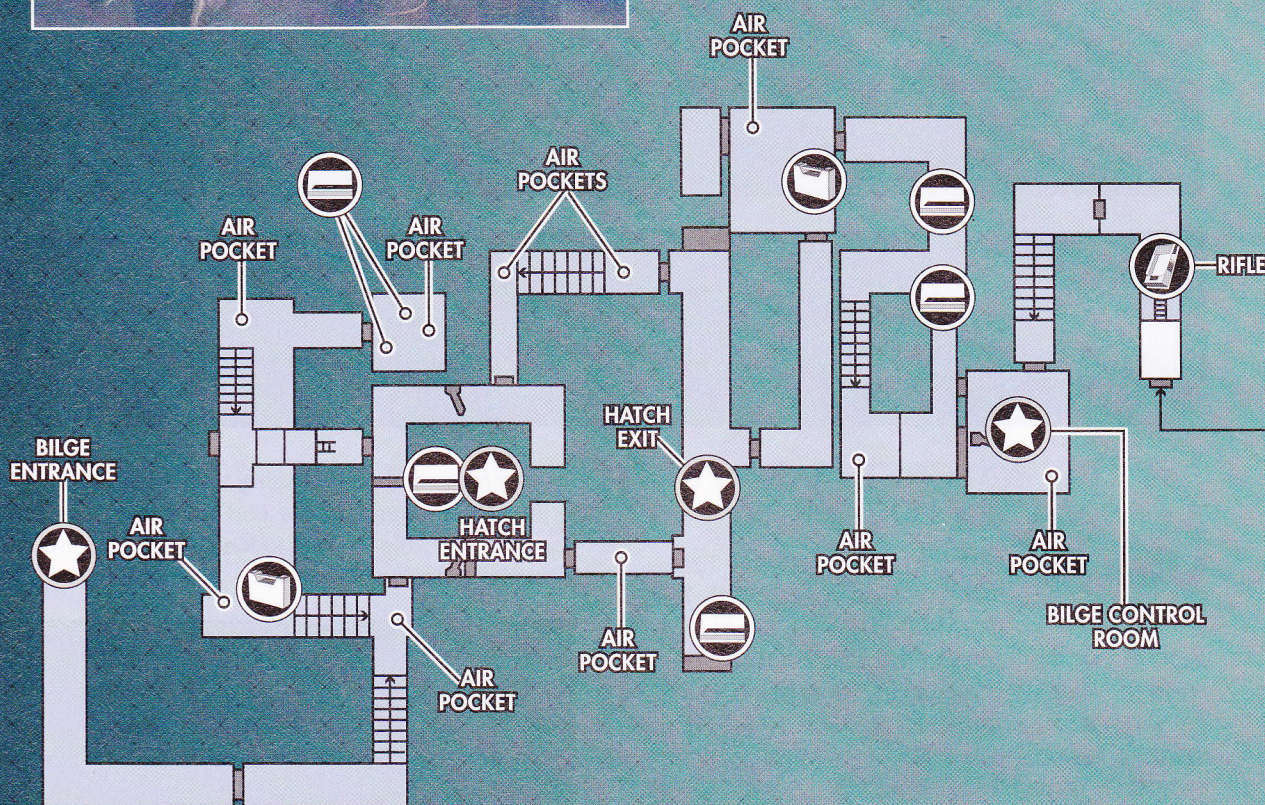
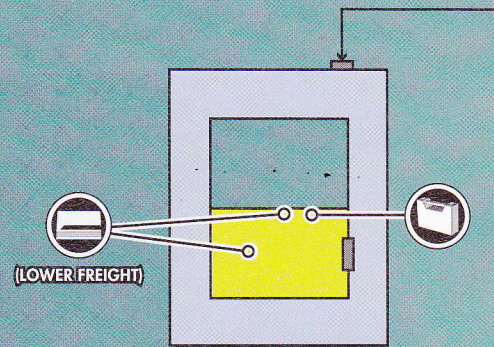
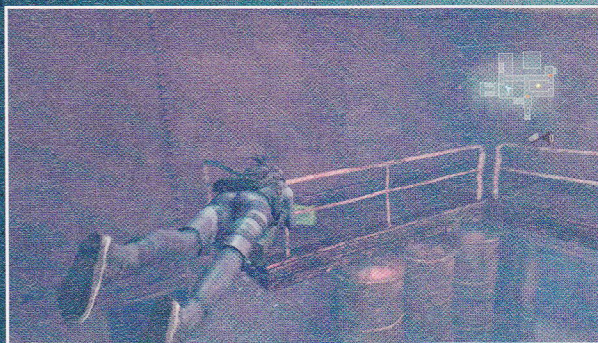
Swim through the door leading to the next area. Swim to the next flooded corridor and emerge in a second flooded room. Now, swim to the surface and use the ladder to get out of the water.



A locked door is at the top. It can't be opened yet, but scan nearby for bonus ammo. Dive back in the water and swim to the bottom of the room. Locate a door that leads back to the Bilge Block.

BILGE BLOCK

Now that you're back in familiar territory, explore and acquire the previously inaccessible items. Return to the room with the giant gear door (where you used the Cog). Avoid the Sea Creepers, and grab the **Illegal Custom Parts (Damage 4)**.



SEA CREEPER DAMAGE

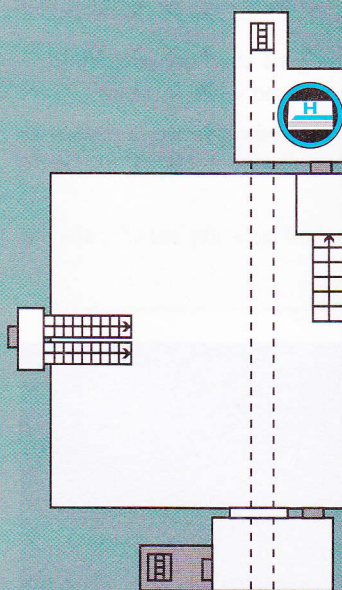
Sea Creepers are not very tough underwater, though it is best to avoid them. But even if they do grab you, just break free to instantly kill them. Additionally, the damage they inflict underwater only reduces the amount of Jill's air. Return to the surface to replenish her health after a Sea Creeper attack.

Next, head through the east door to the Engine Room. This is the only door for entry to the Engine Room because the others are sealed shut. Use the hatch you pried open with the pipe in the previous episode to exit into the upper shaft area. Follow the shaft to the end and dive back in the water.

From the forked passageway, swim back to the main part of the ship. Enter the room where the original Steam Vent puzzle was located to find some **Custom Parts (Fire Rate 3)** on top of a pipe.

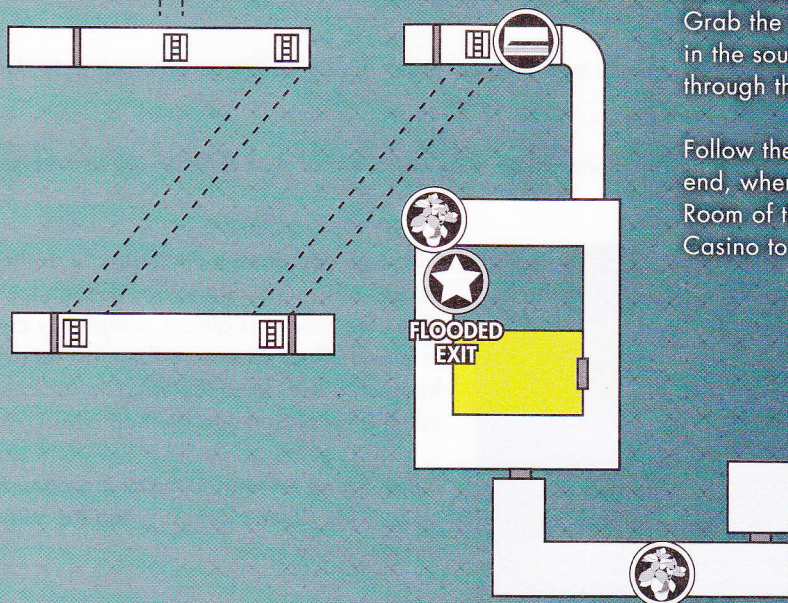
Continue swimming until you reach the Bilge Control Room. Get there by swimming through a broken window in one of the corridors.

Take a big gulp of air, and then exit the Bilge Control Room. The winding passage leads to a tall corridor. Swim up the corridor and grab the **Rifle Ammo Case** halfway up.



FREIGHT LIFT

At the top, use the door to exit to the Freight Lift area. Swim to the surface to get some air before the Sea Creepers grab you. After replenishing with air, dive back down and grab the **Custom Parts (Long Magazine 3)** lying about halfway up the shaft.



Exit the Freight Lift at the top. When you leave the waters, Chris radios in. He wants to meet in the Hall. Grab the herb here, and the one in the southern corridor, then head through the northern shaft.

Follow the shaft all the way to the end, where it will lead into the VIP Room of the Casino. Exit to the Casino to complete this section.

◀ **HELLISH SEAS**

CHARACTER: JILL VALENTINE

A Little Earlier—Mediterranean Sea

Chris and Jessica have finally located the *Queen Zenobia*, thanks to Quint and Keith's investigations. As they approach the ship, something big surfaces...



In this sequence of the game, use the boat's fully automatic machine guns. These machine guns overheat when fired, so allow them to cool down every few seconds. If a gun overheats, it will jam and can't be fired while it cools.

LESS HERBS, MORE PROJECTILES

In this section, *Infernal Mode* is similar to the easier difficulty modes. Fewer herbs are available, and the tentacles shoot more orbs, but otherwise this should be a relatively easy battle.

Speed up the gun cool-down process by holding down the Activate button.

Additionally, a grenade launcher is available. Grenades do high damage but are slow-moving, so save them for relatively stationary targets. The grenades automatically replenish every few seconds.

The tentacles ahead will jump in and out of the water. Fire the Gatling gun whenever a clear shot is available.



The Tentacles have a few attacks to prepare for:

The first is a head-on attack. When the tentacle approaches, inflict enough damage before it gets close enough to swipe at the BSAA boat.

Second, when the tentacles are running along the water, they fire a trio of pink B.O.W. explosives at the ship. Shoot them quickly with your gun.



Although you don't auto-heal, you do have access to Chris's herb stash. Use the herbs only when the screen is almost completely covered in blood. This will ensure the most recovery from each use. (And the tentacle attacks don't inflict a lot of damage on their own.)

Survive long enough to make it around the bow of the *Queen Zenobia* and the sequence automatically ends.

REUNION

CHARACTER: JILL VALENTINE

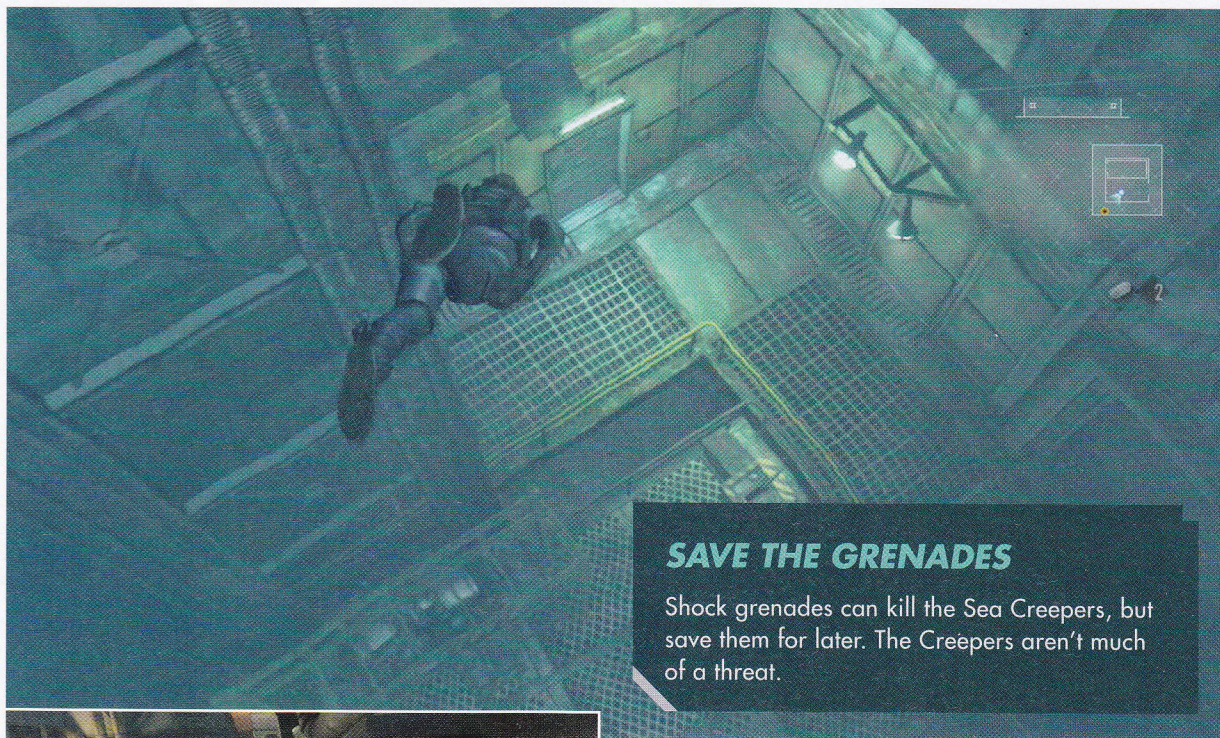
2:14 AM—Queen Zenobia, Casino

Raymond was a Veltro agent? His premature death resulted in too many unanswered questions. Jessica and Chris team up once again to take on the threat of the Veltro virus.



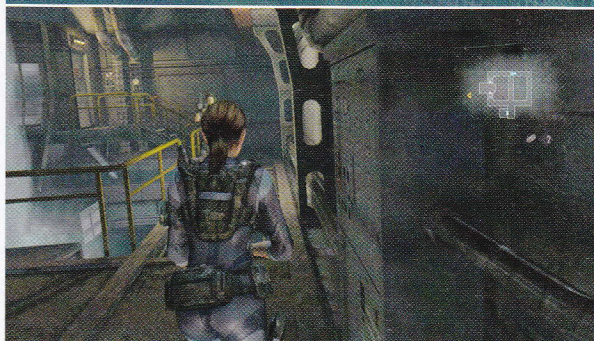
FINDING THE LABORATORY

Head to the laboratory to destroy the virus responsible for the Ooze B.O.W. creatures. Start back in the VIP Room and, to continue, return to the Freight Lift area. At the Freight Lift, jump back in the water. Swim all the way to the bottom of the freight area and look for a locked door on the south end of the room. Use the Veltro Keycard on the door and swim through the flooded corridor.



SAVE THE GRENADES

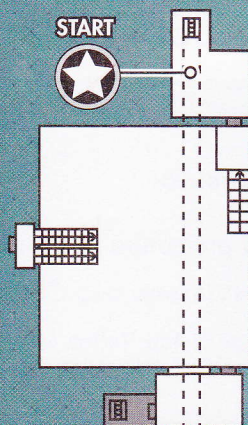
Shock grenades can kill the Sea Creepers, but save them for later. The Creepers aren't much of a threat.



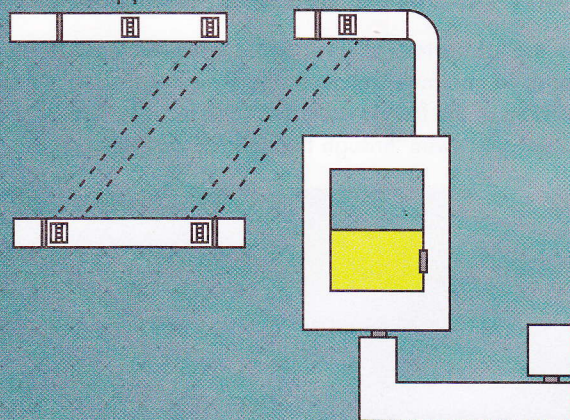
The corridor twists and turns. Follow it to the end and grab some air in the air pocket that is located about halfway down.

At the end of the cargo area is the cargo room. Follow Chris up the nearby ladder and back down the second ladder. Swim through to the tall Hold chamber that you passed through before.

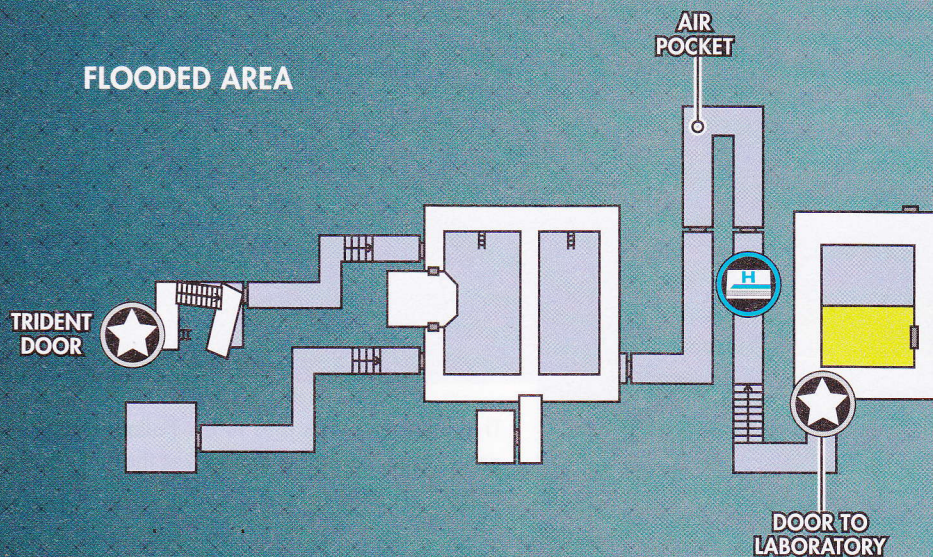
VIP ROOM

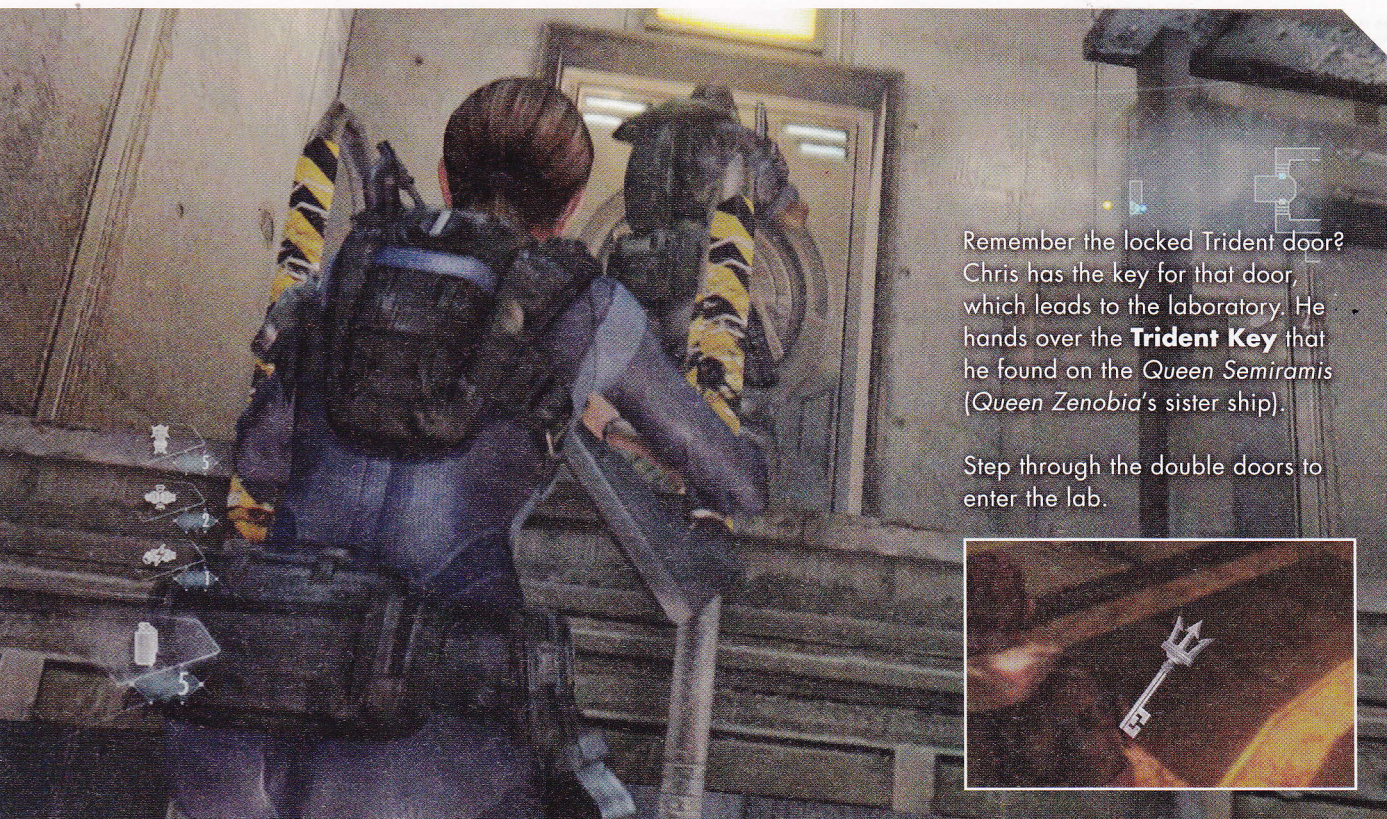


FREIGHT LIFT



FLOODED AREA



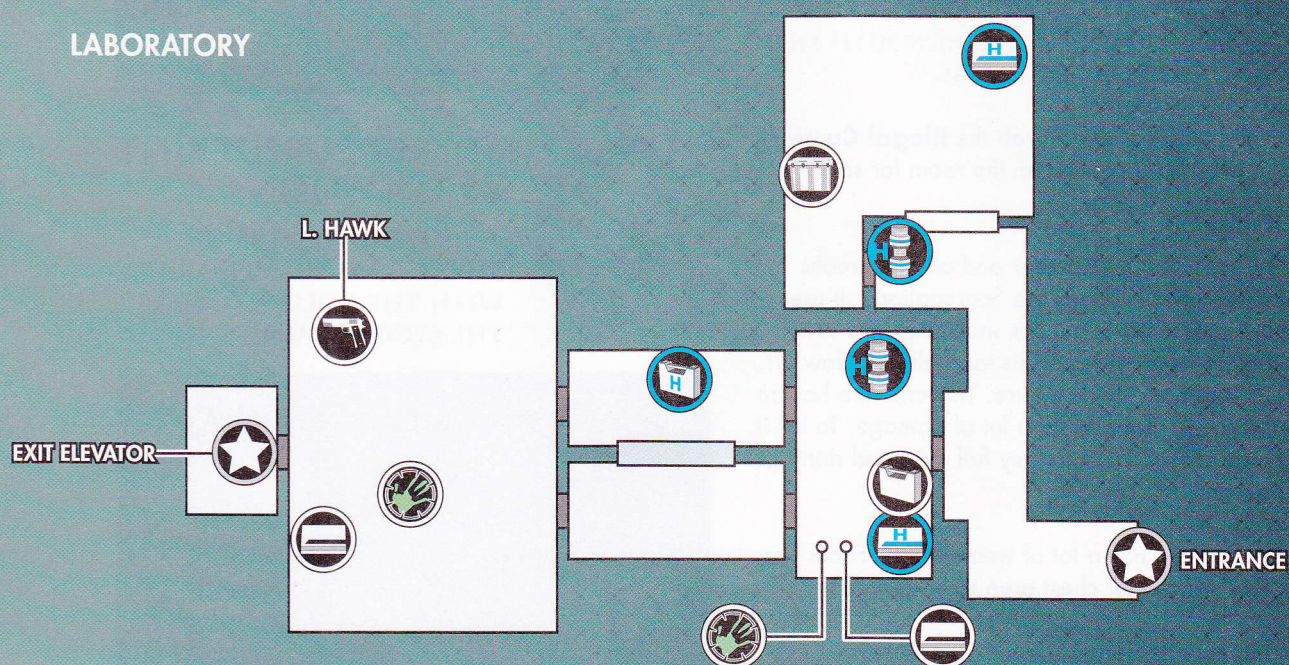


Remember the locked Trident door? Chris has the key for that door, which leads to the laboratory. He hands over the **Trident Key** that he found on the *Queen Semiramis* (*Queen Zenobia's* sister ship).

Step through the double doors to enter the lab.



LABORATORY



STERILIZATION

In the lab, hurdle over the large broken window into the lab room. Use the strange blue computer on the desk to register Jill's fingerprint in the system. Now head back to the double doors and use the fingerprint scanner to open them up.



SECRET HANDPRINT 24 LOCATION

THIS HANDPRINT IS ON ONE OF THE LOCKERS IN THE CHANGING ROOM. LOOK FOR IT ON THE SOUTH SIDE OF THE ROOM.

Inside the changing room, grab the **Illegal Custom Parts (Narrow 1)** and scan the room for some bonus ammo.

Enter the sterilization chamber and all hell breaks loose! The creature here is the Scarmiglione. It uses its shield-like appendage to block incoming fire. When you shoot his head enough, his top half will blow off and reveal a snake-like creature. This creature has an electrical attack that can do a lot of damage. To kill it, keep firing at the legs until they fall over and don't get back up.

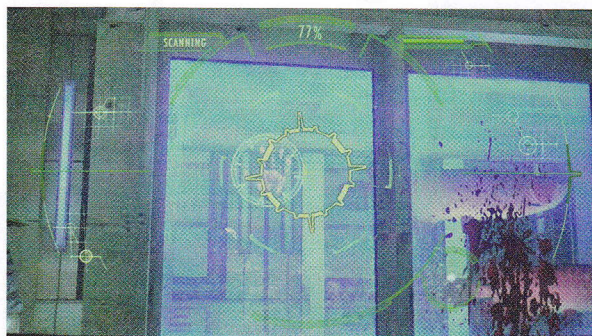
The Scarmiglione has a lot of weak points. Focus fire on its head, knees, or chest area to ensure damage.

When the Scarmiglione is dead, scan Chris' sterilization chamber for a hidden **Illegal Custom Parts**. Press forward into the aquarium room.



SECRET HANDPRINT 25 LOCATION

THIS HANDPRINT IS ON THE SIDE OF THE AQUARIUM WITH THE GOLDFISH, NEAR THE BLOOD STAINS.



Find the L. Hawk magnum on a stool near the aquarium. After acquiring that weapon, use the elevator at the back of the lab.



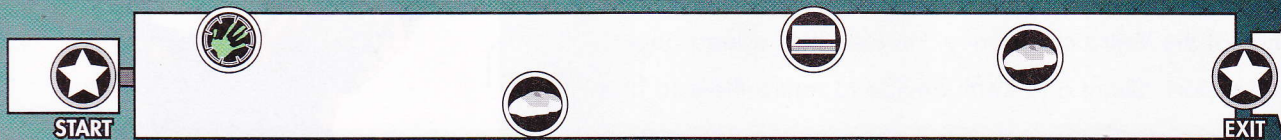
SECRET HANDPRINT 26 LOCATION

BEFORE MOVING DOWN THE TUNNEL, LOOK AT THE FIRST ARCH. SCAN THE LOWER-LEFT SIDE TO UNCOVER THE THIRD LABORATORY SECRET HANDPRINT.

The elevator leads to a long corridor with a giant door at the end.



LABORATORY (Lower Level)

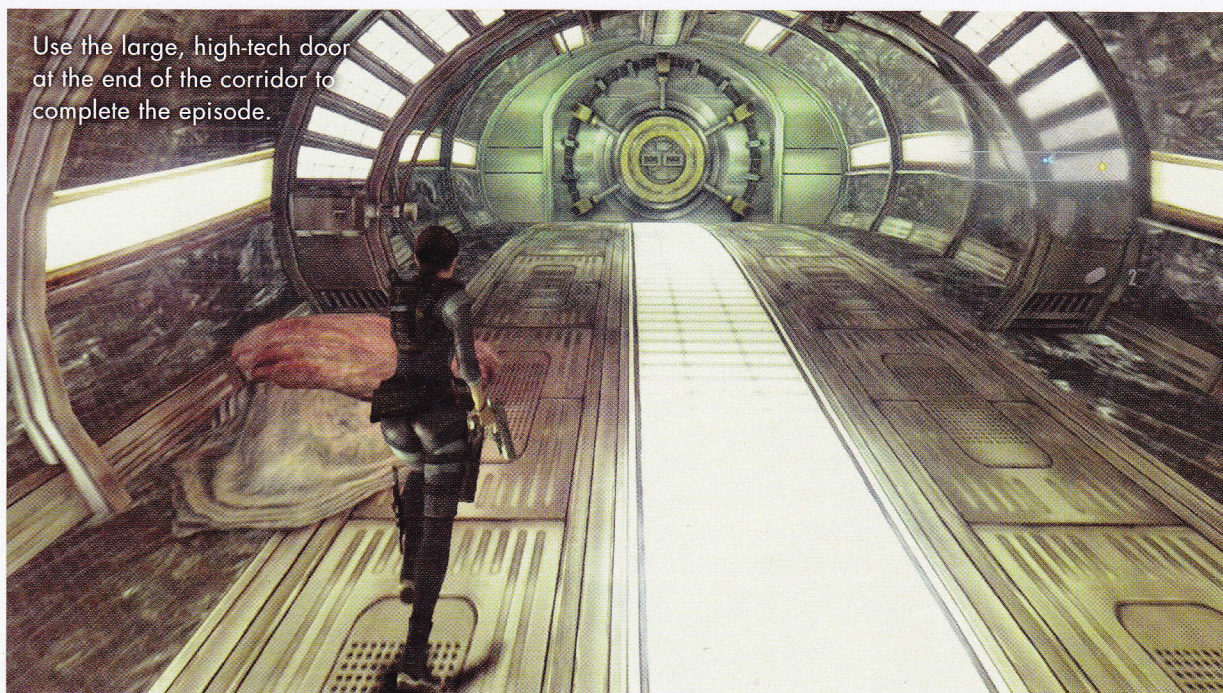


AN INFERNAL CORRIDOR

Watch out for a second Scarmiglione inside the exit elevator. After pressing the elevator button, take a step back and let the creature stumble out. Quickly run in and shut the door to avoid the fight and save ammo.

Be ready for the final corridor. On Easy and Normal, the corridor is empty. On Infernal Mode, the corridor is flooded with Oozes and Scarmiglione.

Use the large, high-tech door at the end of the corridor to complete the episode.



EPISODE 9 NO EXIT

MYSTERY HUNTERS

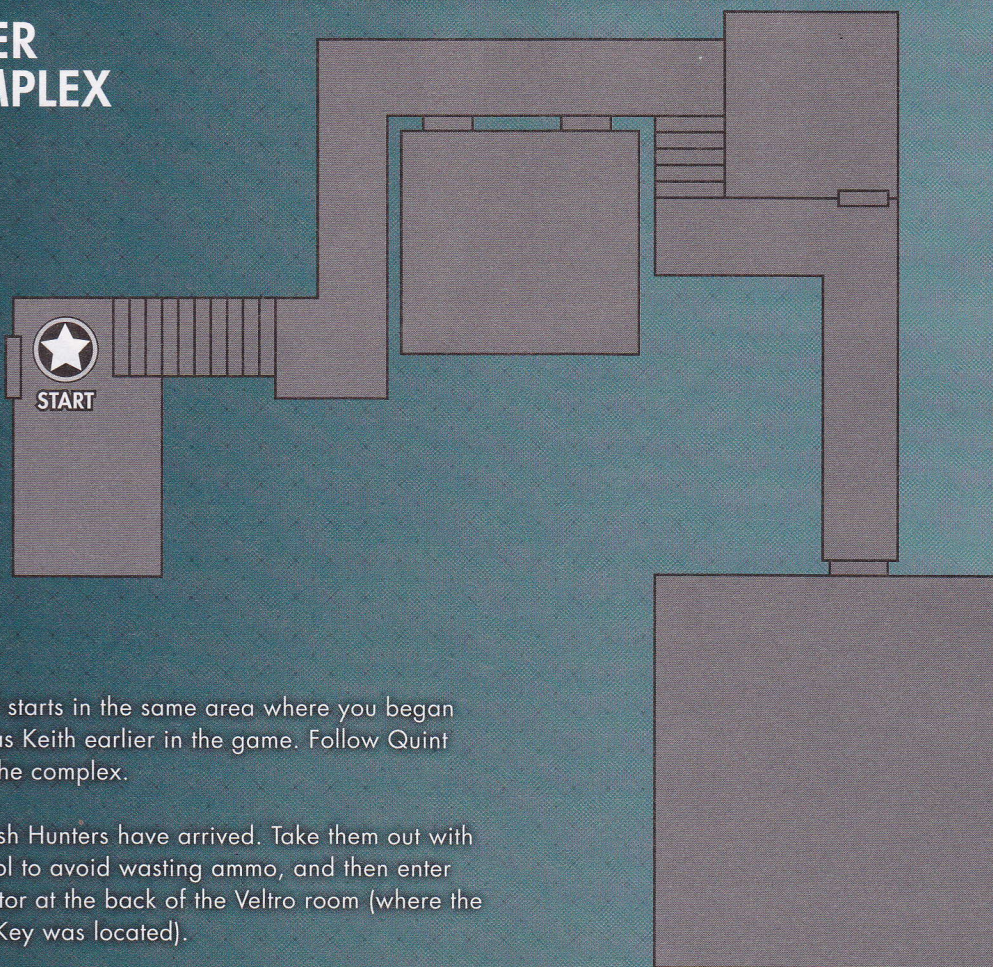
CHARACTER: KEITH LUMLEY

2:50 AM—Crash Site

Quint hacks away at the crash site and tries to unravel the strands of the Veltro conspiracy. He identifies a lead back at the airport. Quint and Keith decide to return there to find more clues.



UPPER COMPLEX

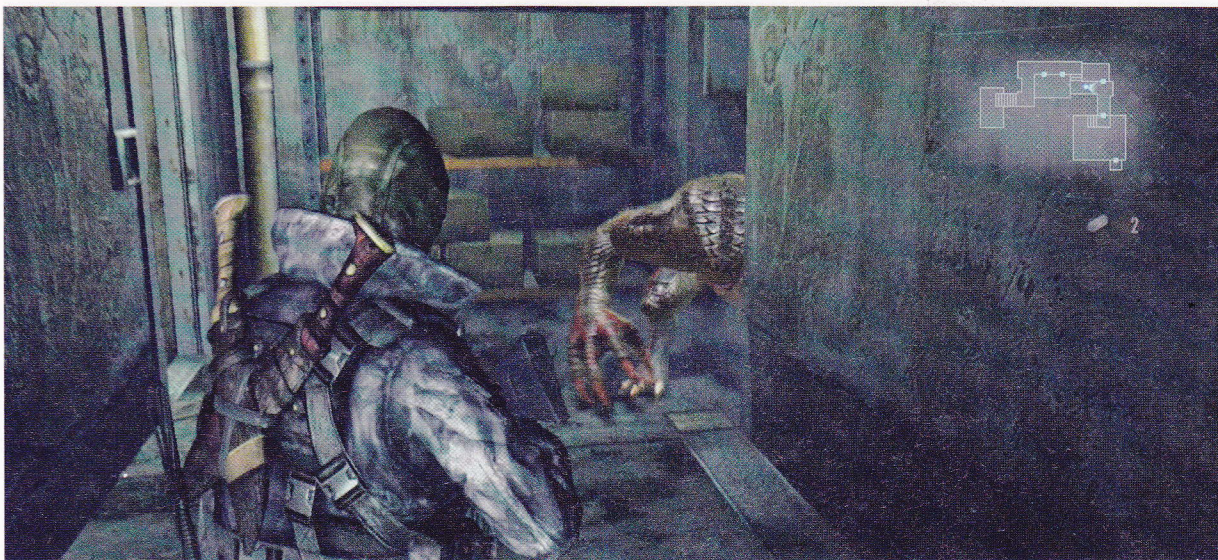


This level starts in the same area where you began playing as Keith earlier in the game. Follow Quint through the complex.

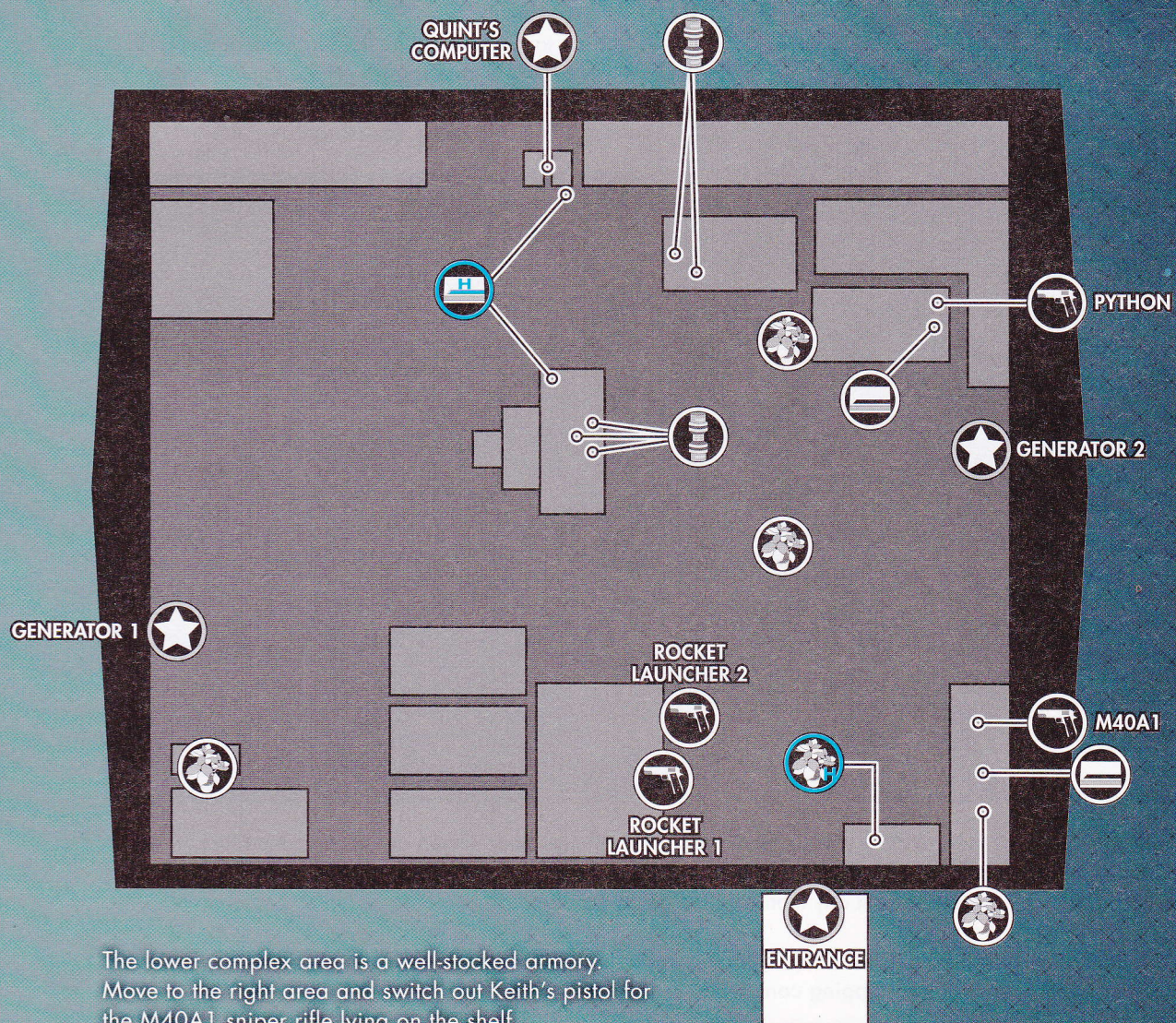
Some fresh Hunters have arrived. Take them out with your pistol to avoid wasting ammo, and then enter the elevator at the back of the Veltro room (where the Security Key was located).

ELEVATOR TO
LOWER COMPLEX





LOWER COMPLEX



The lower complex area is a well-stocked armory. Move to the right area and switch out Keith's pistol for the M40A1 sniper rifle lying on the shelf.

FULL AUTO G36

Players on Infernal Mode don't have access to the M40A1 rifle. Instead, only the Rocket Launchers and the G36 machine gun are available. The G36 is an excellent fully automatic weapon. Grab it from the top of the rear shipping container. Extra ammo can be found throughout the area and should be enough to fend off the initial pack of Fenrir.

Switch to Keith's shotgun and machine gun when the Hunters show up. Effective use of grenades is key to surviving this section.

Continue looting in the area. Quint reports that he needs more power for the super-computer.

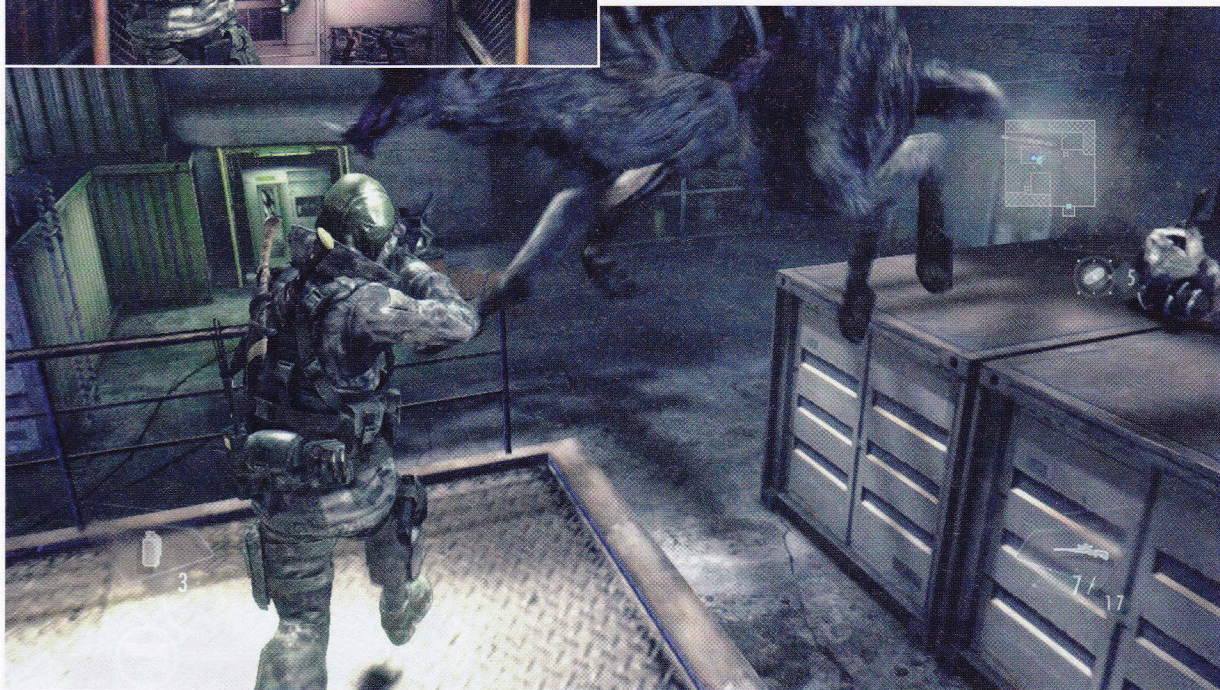
SWITCHING TO THE PYTHON

Consider switching your shotgun or machine gun (whichever is lower on ammo) for the Python magnum, which is located on the top of one of the shipping containers.



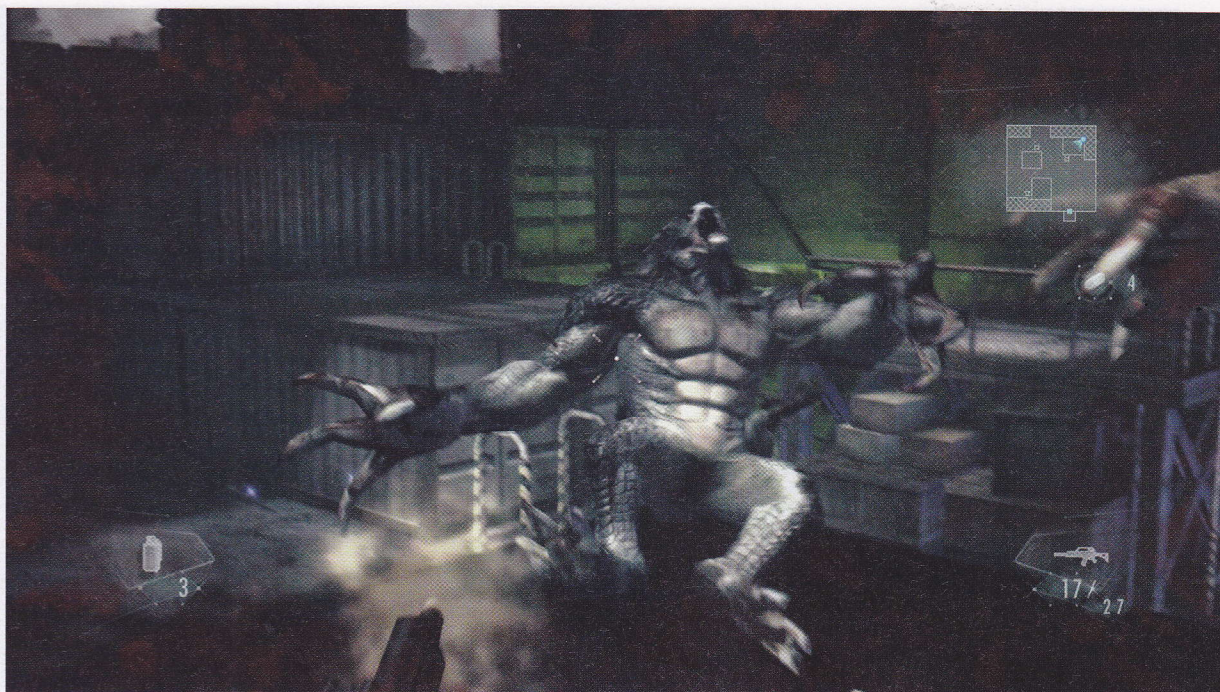
With full ammo and herbs, activate the two generators on either side of the room. After activating the generators, hold off a pack of Fenrir while Quint attempts to hack the Veltro encryption.

Climb on top of one of the shipping containers and use your M40A1 rifle to pick off the Fenrir as they enter the room. They will have trouble getting up to your position and make easy targets.



Eventually some Hunters start to show up. Continue using the rifle for now. When one of the generators switches off, wait until Quint's monologue is done, then switch to the machine gun or shotgun and head to the generator that switched off. Switch it back on and kill any monsters that get in the way.

When the decryption progress gets to 80%, Farfarello appear. Switch to the magnum or shotgun and pick them off as they arrive from one of the shipping containers.



Keep up the killing for about a minute longer until Quint's decryption reaches 100%. Kill any straggler B.O.W. enemies and talk to Quint.

◀ VACCINE SCIENCE

CHARACTER: JILL VALENTINE

3:16 AM—Queen Zenobia, Laboratory

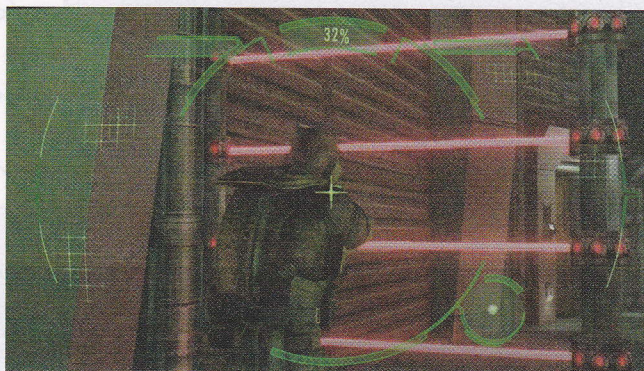
Jill and Chris have infiltrated the Veltro's library and must now find and destroy the live virus to thwart Veltro plans.



HIGH-TECH SECURITY

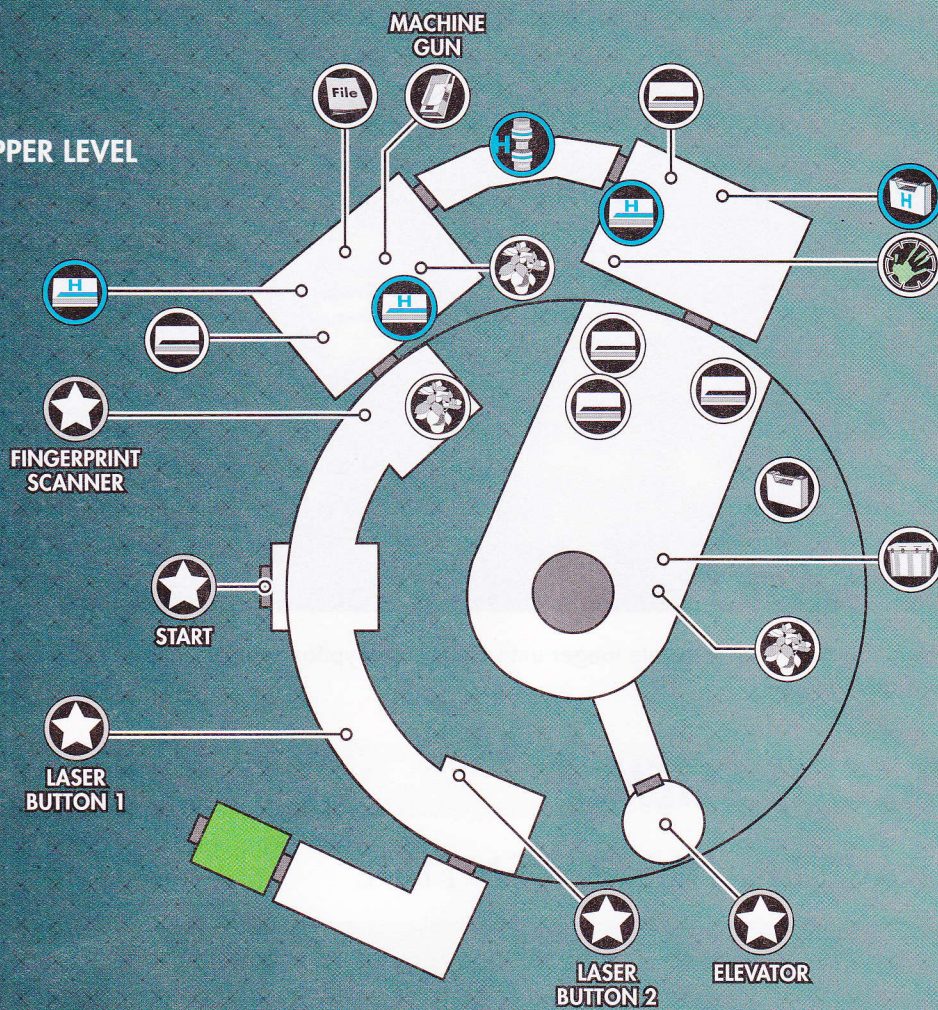
Jill and Chris begin on the upper level of the laboratory.

Use the Genesis Scanner to examine the left path. The scanner will detect invisible lasers. Sets of these lasers are located throughout this section of the ship, so watch for the red light shafts. Always check for lasers before trying to pass through a pair.

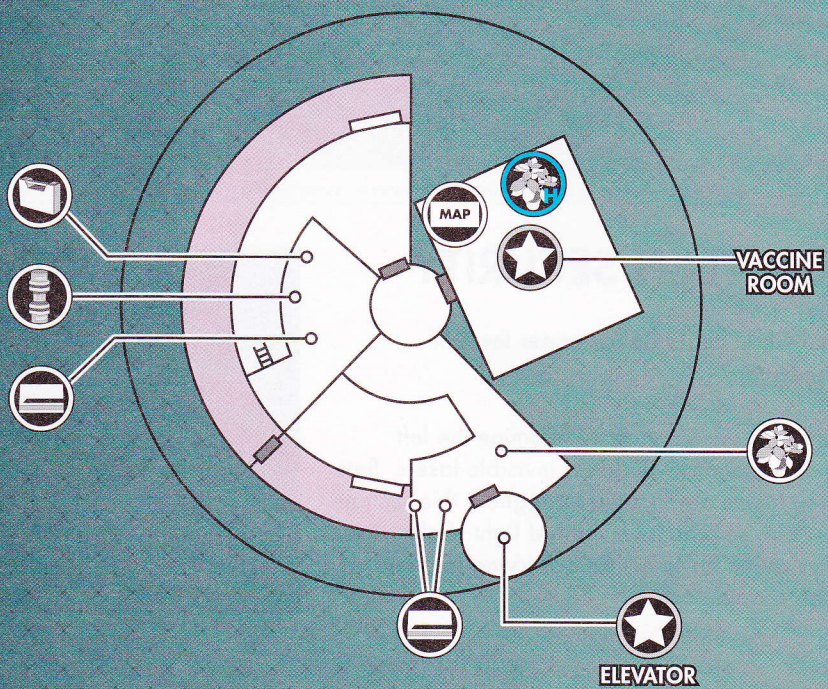


INTERIOR LABORATORY

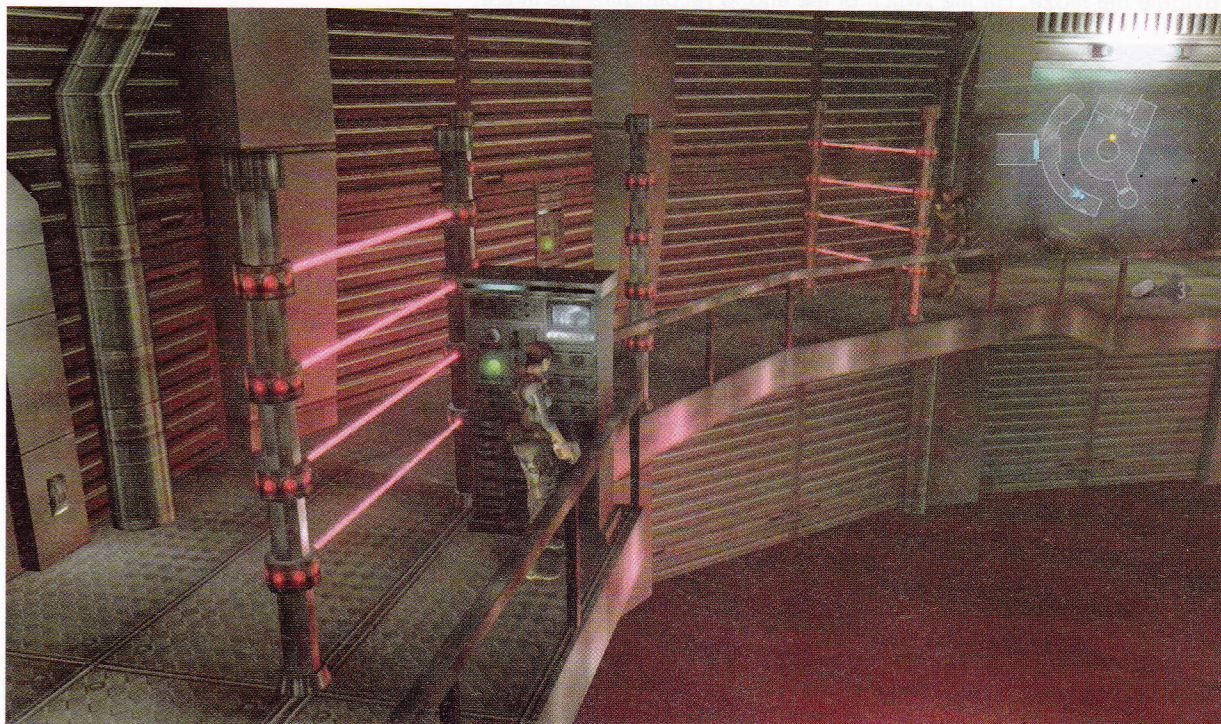
UPPER LEVEL



LOWER LEVEL



Head down the right walkway and press the button to clear the lasers. Now, walk to the end of the platform and maneuver around another set of lasers to press a second button. This deactivates all the lasers on this upper platform.



Move north and grab the herb. Use the nearby fingerprint scanner to open the door to the next section of the laboratory.

LAB WORK

NOT EMPTY ROOMS

On Infernal Mode, these normally empty laboratory rooms are full of Scarmiglione in various stages. Just avoid them altogether. Killing them wastes a lot of precious ammunition.

Check the desk in here for the "Completion of New-Type Virus" file. Continue searching the room for some ammo, an herb, and a **Machine Gun Ammo Case**.

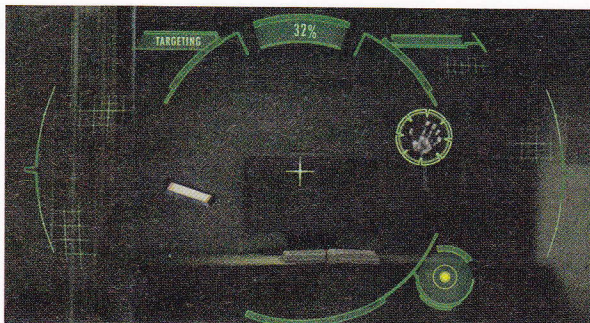
In the second room, scan for some hidden ammo and **Illegal Custom Parts (Reloader 1)**. Search around the desks to discover the "Veltro Agent's Journal 2" file.



SECRET HANDPRINT 27 LOCATION

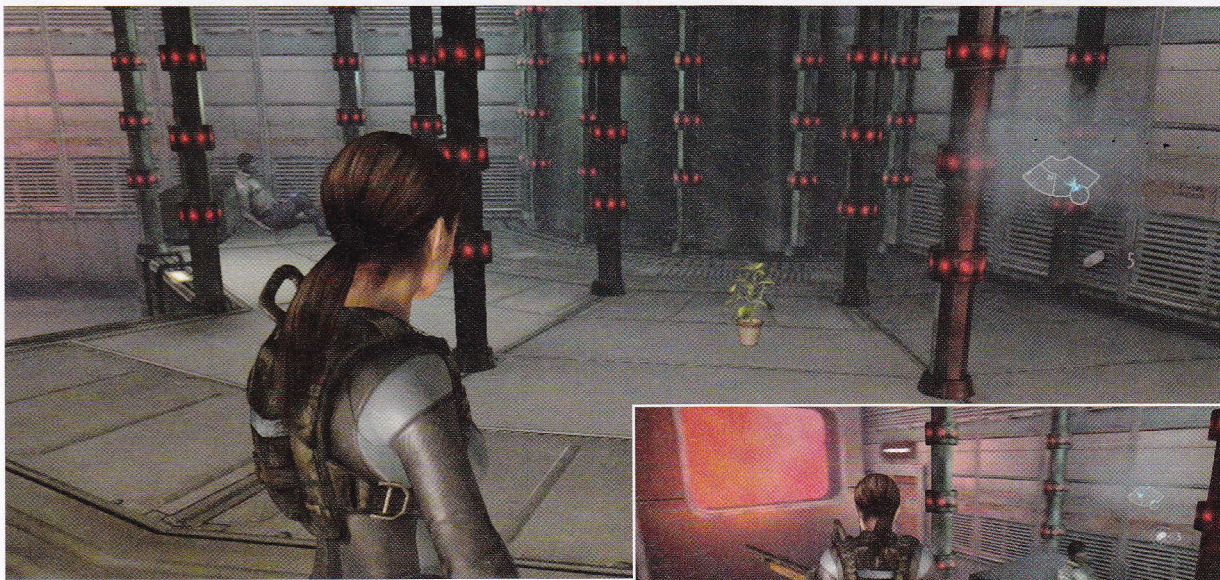
SCAN THE WALL BEHIND THE "VELTRO AGENT'S JOURNAL 2" FILE TO FIND A HANDPRINT IN THE SECOND LAB WORK AREA.

After searching the second room, exit back to the main laboratory area. Use the elevator that is off to the side to descend to the lower level.



MAZE

A laser maze immediately blocks access to the next area. Use the Genesis Scanner while walking to slowly navigate the maze. Hit the switch at the end to reconfigure the maze.

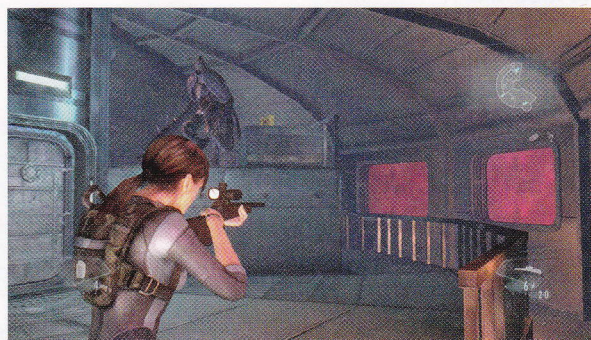
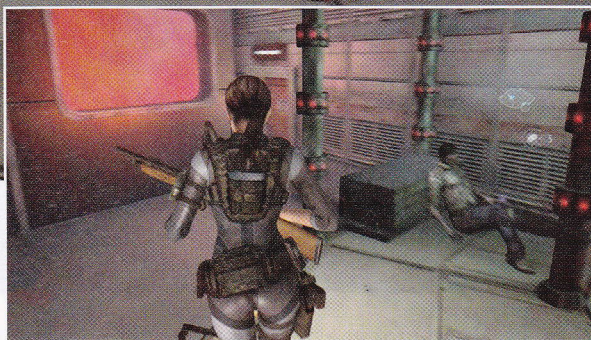


Carefully walk back to the beginning. Jump down to the lower area and enter a second room.

THE PASSWORD

A Scarmiglione defends the next room. Use your best weapon to take it down before it attacks. A rifle or magnum with a big damage upgrade works best. Try to aim for head shots, and one or two hits should take it down.

When the Scarmiglione is dead, finish off the bone shooter above. Climb up, and a second Scarmiglione attacks! Use the space available to retreat, and take it out before it can get to you.



Use the ladder at the rear of the area to reach the upper platform from which the second monster dropped. Locate a grenade, some ammo, and an **Illegal Custom Parts (Damage 5)**. Now use the fingerprint scanner on the wall. This opens a door to the cylindrical chamber. Step through to the final virus development lab.



Press the button on the rear wall. This opens up the laser grid near the dead person back in the laser maze. Next grab the Laboratory Map off the left wall.

Return to the maze and search the body for the "Infection Log

of Queen Zenobia" file. This provides an employee ID number used to activate the machinery. The **Prototype Vaccine** is also available here.



Return a second time to the final lab. Before activating the main computer, use the Inoculation Machine to inject Jill with the Prototype Vaccine. Now use the main console to retrieve the password. After the download is complete, the **Authentication Code** is available. Time to return to Chris.

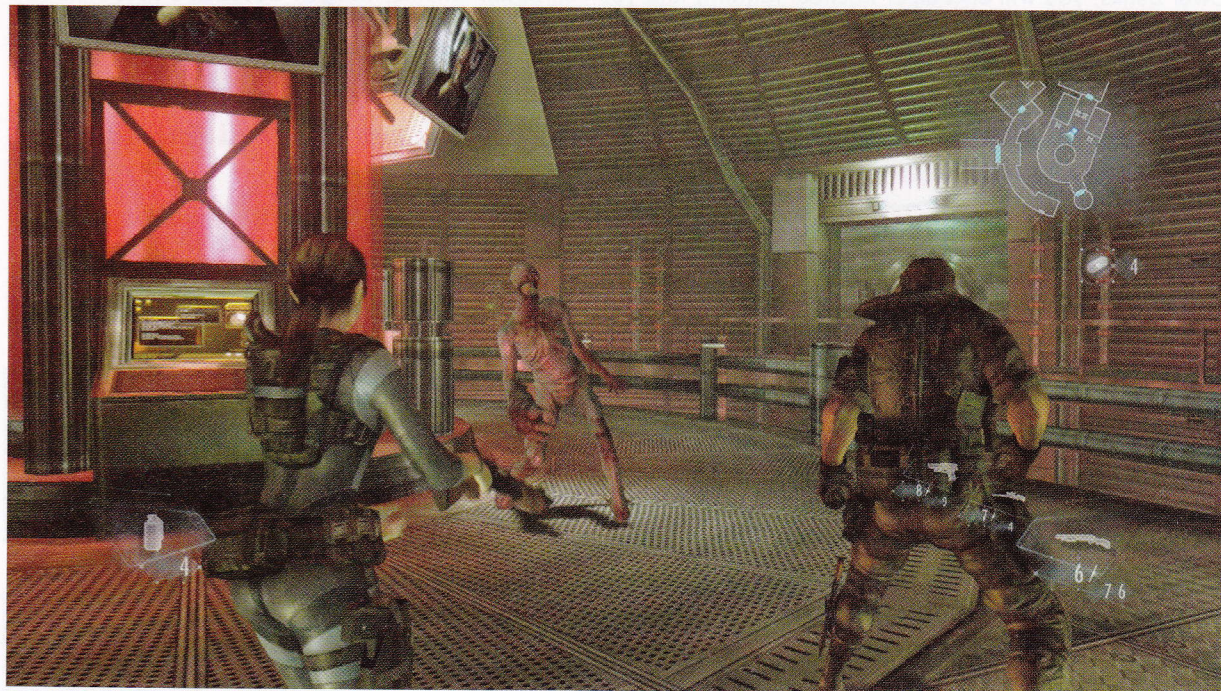
GOING ANTI-VIRAL

Since Jill used the vaccine, she's safe from the Veltro virus infecting this water. Swim back the way you came. Be careful around the maze and swim over it to proceed.

Swim through the broken window to return to the platform that Chris is standing by. Before exiting the pool, search the bottom of the north end for some **Illegal Custom Parts (Charge Shot 2)**. Do this before climbing out of the pool because you are unable to get back in.

Return to dry land and use the passcode, which activates the virus neutralization program. Unfortunately, Morgan Lansdale is not happy with your meddling and sends an army of B.O.W. monsters.

The first wave of enemies is regular Oozes followed by Shooter Oozes. Clear those enemies out and prepare for three Scarmiglione to arrive to increase the fight's danger level. Use grenades against groups of enemies, and use your machine gun to quickly take down the Scarmiglione before they can get too close.



When the last B.O.W. is defeated, the virus is purified and the episode is complete.

EPISODE 10

DOUBLE MYSTERY

◀ **ECHOES OF THE PAST**

CHARACTER: PARKER LUCIANI

2:14 AM—Queen Zenobia, Casino

While Chris and Jill worked to take care of the virus, Parker and Jessica are tasked with buying them more time. Their goal is to get to the *Queen Zenobia* Bridge and activate the Bulwarks to prevent the ship from sinking.



JUST LIKE OLD TIMES

You can go several different ways to get to the Bridge. You might try taking the Cafeteria to the Lower Bunks, then using the Elevator there. No completely safe path to the Bridge is available. But, if you cut through the Lower Bunks, you will encounter Rachael (again!) and you can obtain another **Illegal Custom Parts** from her.

ALTERNATE SUGGESTED PATH

Players on Infernal Mode should consider taking the Promenade to the Bridge. The route contains only a horde of Hunters and a couple Scarmiglione. Go slow and make good use of Parker's fresh ammo supplies. This is easier than trying to sneak past Rachael.

Group the Hunters together in a narrow corridor or stairwell. When several are in the same area, use Parker's M3 shotgun to quickly eliminate the threat. The first Scarmiglione (in the main Scagdead area of the Promenade) is easily avoided. A second one waits in the elevator hallway, but use Parker's shock grenades to keep it at bay while running for the elevator. Watch for the Explosive Ooze guarding the elevator doors.

FINDING THE TRUTH

Search the front of the Promenade door for the "Mysterious Journal" file. This contains many hints about the game's mysteries.

WEAPONS FOR PARKER

Parker can't use the Weapons Crates on his way to the bridge. However, he is equipped with powerful weapons, including the M3 shotgun and the Government pistol.

Head to the second floor of the Hall and proceed through the Cafeteria double-door.

RACHAEL V4

The Cafeteria is clear, but prepare for Rachael, who is in the next room. Luckily she's near an Exploding Ooze. Run toward the Exploding Ooze and lure Rachael into standing nearby when it explodes. Although this maneuver is risky, it successfully knocks Rachael back with massive damage and at the cost of only one herb. (Just heal up right after the Ooze explodes.)

Now unload into Rachael's facial region with your machine gun, and she will perish before you go through two clips.



REMEMBER TO SCAN

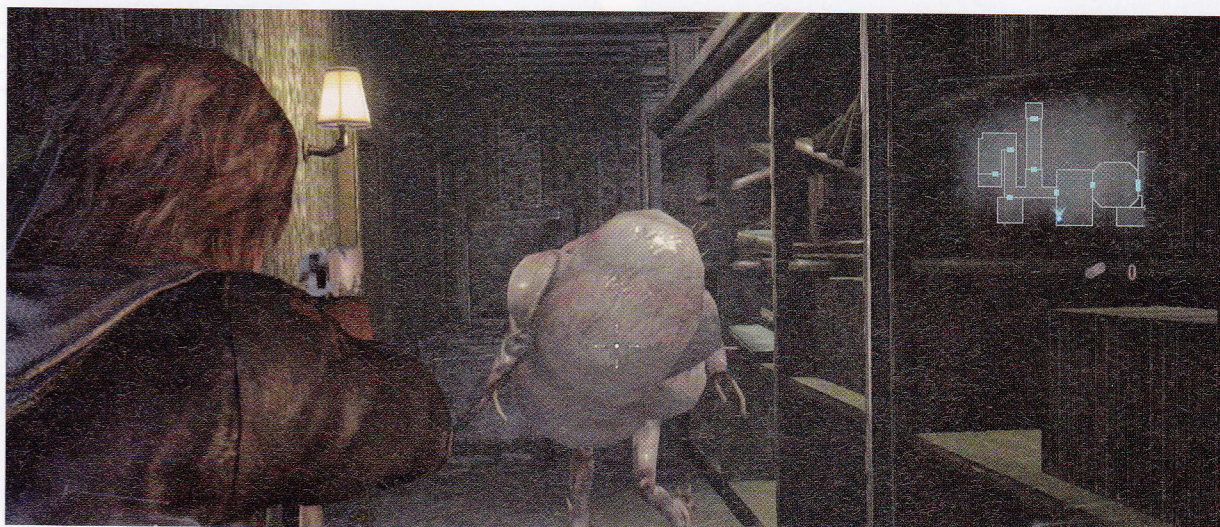
Remember to scan Rachael and all the other monsters here for bonus herbs.

Grab the **Illegal Custom Parts (Burst 6)** and head to the Lower Cabins.

LOWER CABINS

In the next room (the first library) be careful of three Exploding Oozes. Stay back and blow them up with your pistol. The next room contains yet another Exploding Ooze. Avoid it or kill it and proceed to the far hallway.

One more Exploding Ooze blocks your way. Blow it up with your pistol and turn right down the hall to access the lower elevator. Take the elevator to the Bridge. On the Bridge, head straight forward to confront Jessica and complete the episode.



◀ ● ZENOBIA IN CHAOS

CHARACTER: JILL VALENTINE

3:50 AM—Queen Zenobia, Laboratory

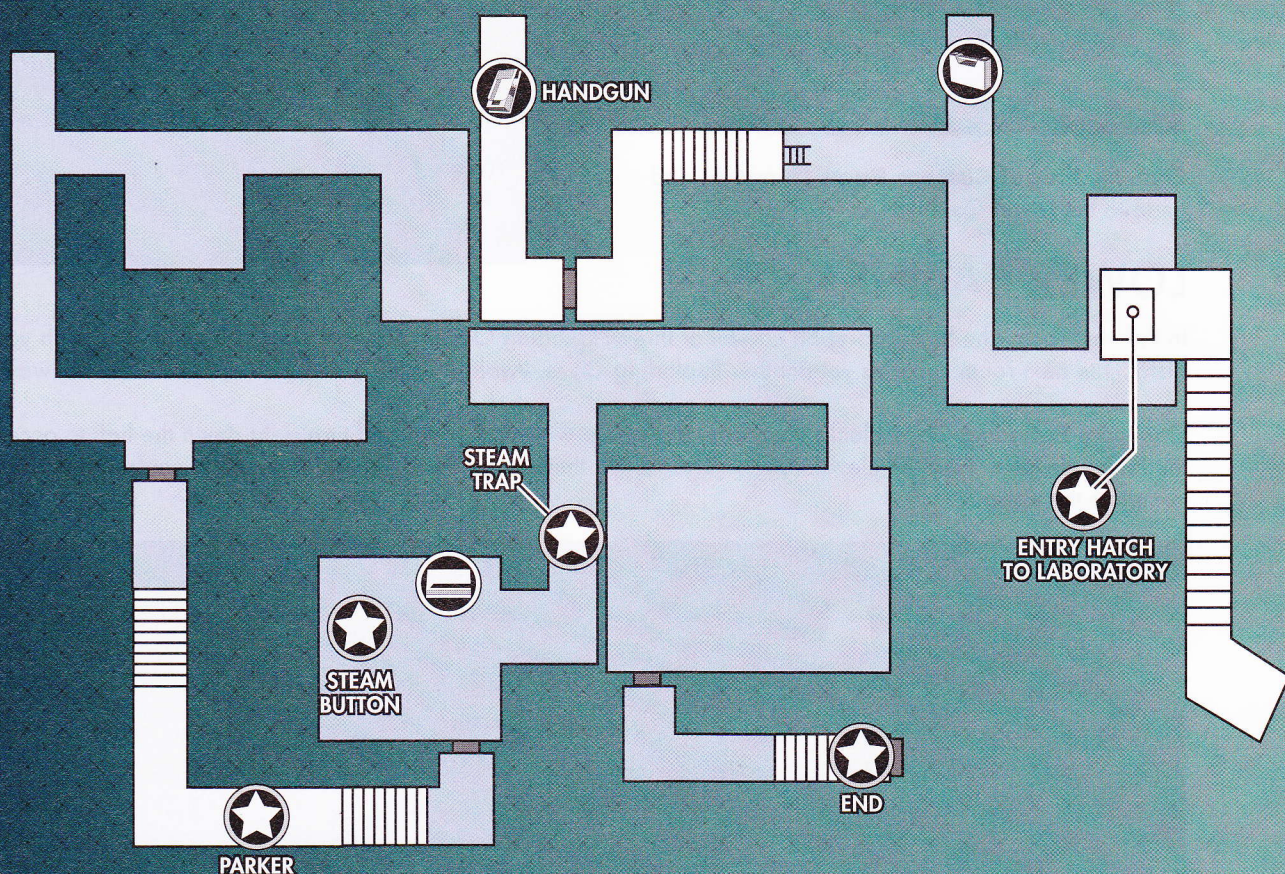
Jill and Chris are still stuck in the bowels of the *Queen Zenobia*. The self-destruct countdown has begun, and Chris and Jill need to find their way off the ship to get revenge on Morgan and the FBC!



ESCAPE!

Follow Chris back through the laboratory. Chris shows the way to a new route back to the ship's Foredeck.

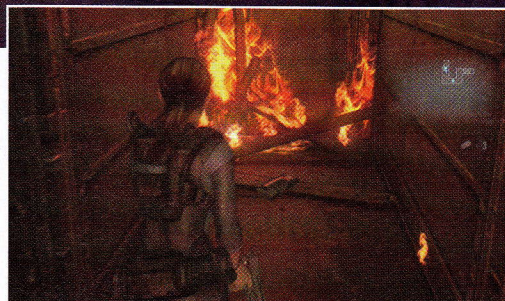
EMERGENCY PASSAGEWAY



Jump down the hatch after Chris and dive down into the water after him. Under the water, swim through the flooded tunnels. Up ahead some barrels drop from the ceiling. Swim over the top of the barrels and grab the **Illegal Custom Parts (Long Magazine 4)**.



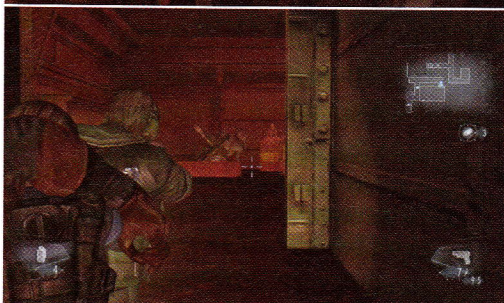
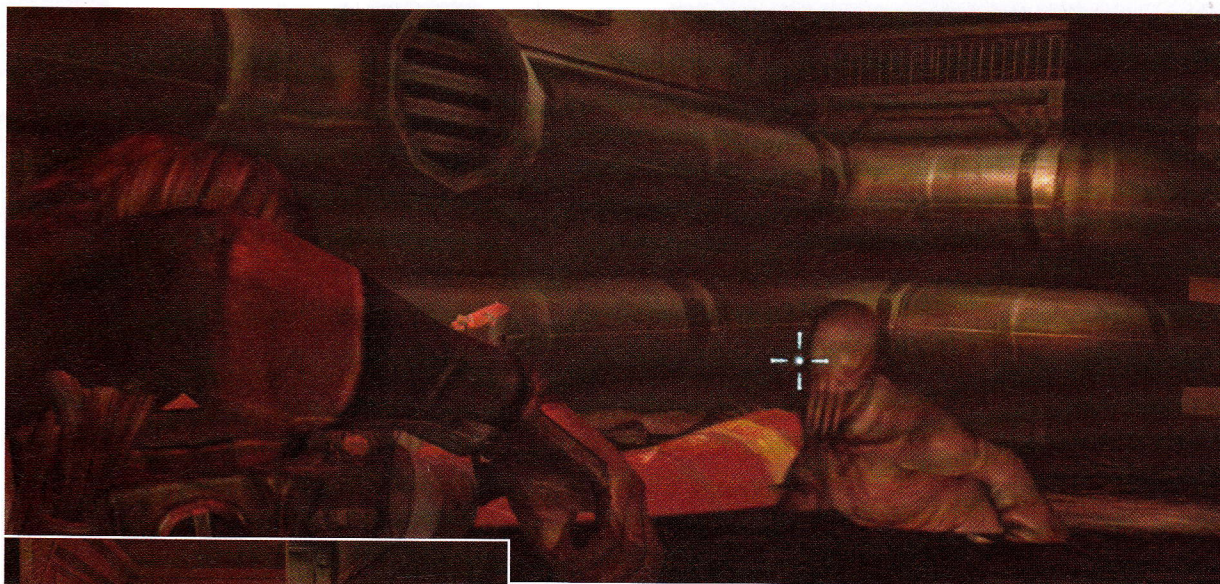
The flooded tunnel ends at a ladder. Climb the ladder and continue pursuing Chris. When a fireball erupts in the corridor, investigate the wreckage to find a **Handgun Ammo Case** on the floor. Jump down into the half-flooded tunnel on the left.



Follow along the tunnel until you see Chris again. You can't prevent being separated from him. Turn back and go through the nearby door. Through this door, you rendezvous with an injured Parker.

NO ONE GETS LEFT BEHIND!

Talk to him, and Jill will help him to his feet. Carry Parker through to the next area. Enter a half-flooded hallway filled with Ooze corpses. Turn right down the corridor, and a sudden burst of steam slows your progress. Turn around and head to the button in the Ooze corpse room. The steam dissipates, but a couple Oozes arrive on the scene. Blow up the red container to quickly kill them.



Reunite with Chris around the next corner. Kill the Oozes with the second red gas container and continue up the corridor.

At the next bend, two Shooter Oozes are conveniently taking cover behind another red container. Blow it up! Kill one more Ooze before the exit. Continue down the next corridor to automatically trigger a cutscene.

THE END OF ZENOBIA



ZENOBIA
ESCAPE

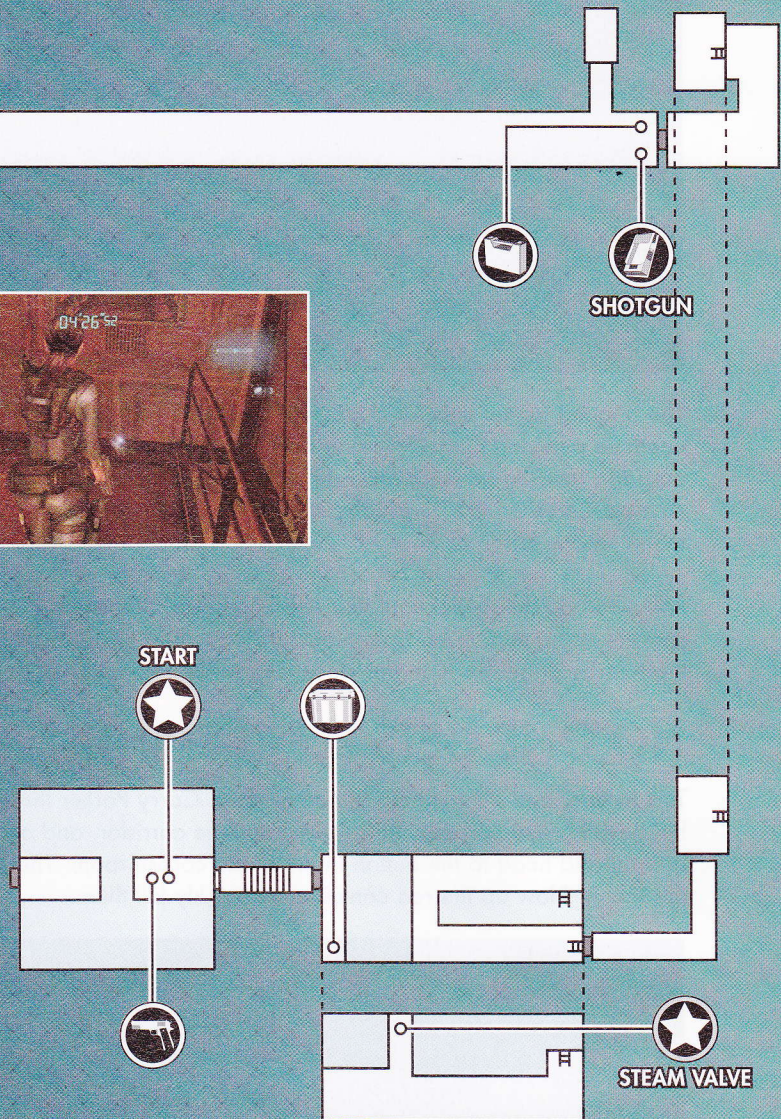
Nothing can be done to help Parker. After the cutscene, turn around and take his Government handgun as a memento, which includes **Custom Part (Edge Runner 1)**.



Another timer will start at the beginning of the next section. Get off the *Queen Zenobia* before it expires! Rush down the next corridor. Turn right to find a Weapons Crate. Use the crate to equip some powerful long-range weapons.

Look across the walkway and kill the Shooter Ooze with a sniper rifle.

Now drop down to the lower area. A Scarmiglione emerges from the steam and charges. Kill this creature to buy enough time to turn off the nearby steam valves and to clear up the passage.



MORE FOES

On Infernal Mode, the Scarmiglione is accompanied by two Oozes. Immediately blow up the red container. This won't kill the big monster, but it will kill the Oozes.

This is a particularly tricky fight due to the small space. Use a weapon with the Daze mode to keep the Scarmiglione on its heels. Use the corner of the L-shaped section to block the Scarmiglione's charges.

WEAPONS CRATE

A Weapons Crate here provides the G36 machine gun and M3 shotgun as a final thank-you from Parker.



When the passage is clear of steam, continue to the end and climb the ladder. A Shooter Ooze and a Wall Blister defend from above. Kill them both and climb the second ladder.

Go around the next bend and drop to the lower area. Two regular Oozes appear. Kill them and then smash the crate for Custom Parts. Follow Chris up the third ladder and exit back to the side of the ship's deck.

RUNNING UPHILL

The exterior of the ship offers a new challenge. Dodge the incoming barrels and lifeboats falling from the side of the ship. Anticipate where this debris is going to fall to avoid taking damage. You may shoot the barrels, but this is risky because you can get caught in the blast.



ADDITIONAL ITEMS

When the ship begins to heave, turn around and run down to the door through which you entered. **Illegal Custom Parts** and a **Shotgun Ammo Case** are available there. Be careful because gathering these items reduces your much-needed time to escape.

Use the following strategies to avoid debris:

Dodge the first exploding barrel by hugging the left side of the ship.

Dodge the first lifeboat by hugging the right side of the ship.

Dodge the second set of barrels by hugging the right side of the ship.

Dodge the second lifeboat by staying back as it tilts forward. Just wait for it to fall off the side of the boat.

Dodge the last set of barrels by hugging the right side of the deck.

Make it to the last door to complete the last section and to finish the episode!



EPISODE 11 REVELATIONS

◀ **THE BEHEMOTH COMETH**

CHARACTER: JILL VALENTINE



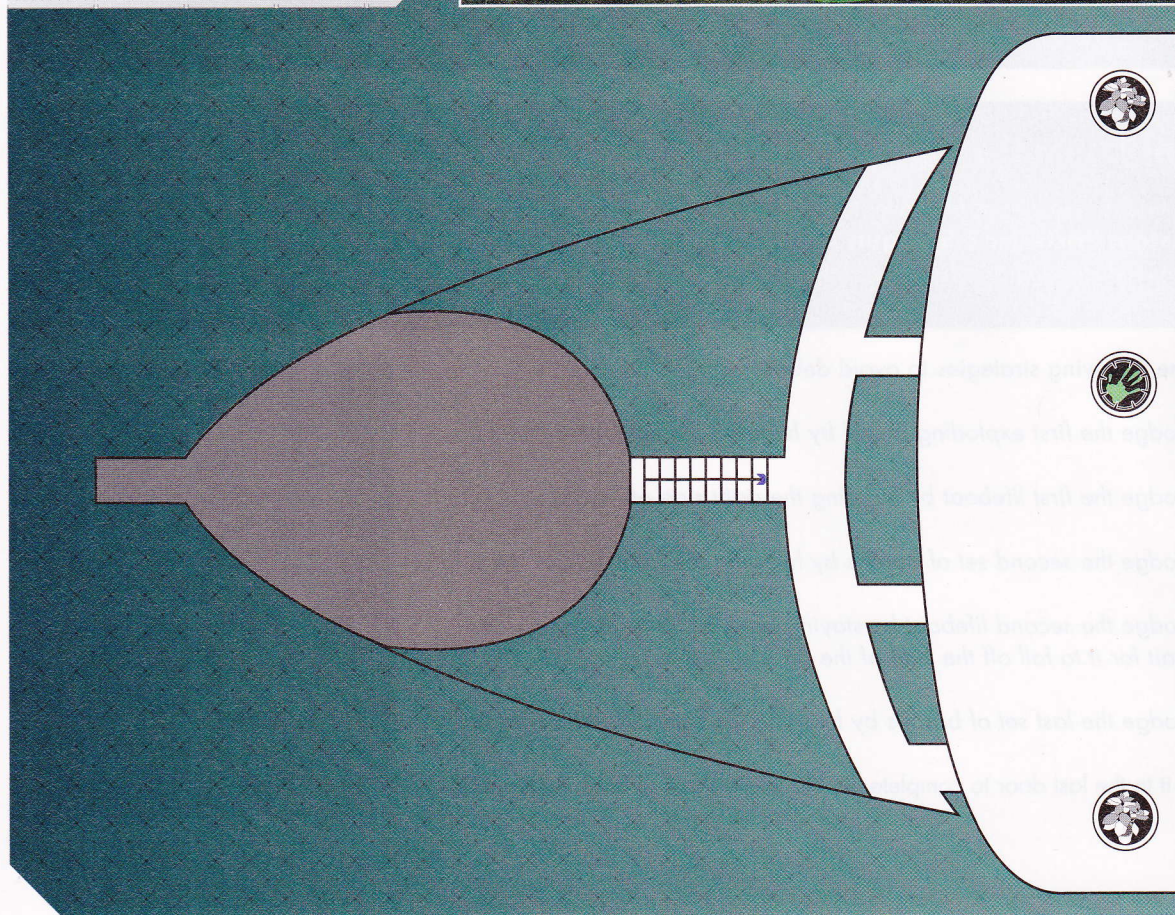
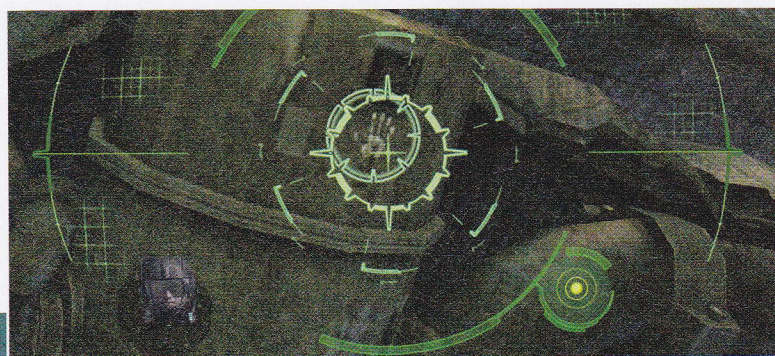
**4:28 AM—Above the
Queen Zenobia**

Something very horrible has emerged from the sea. Is this Chris and Jill's last stand?



SECRET HANDPRINT 28 LOCATION

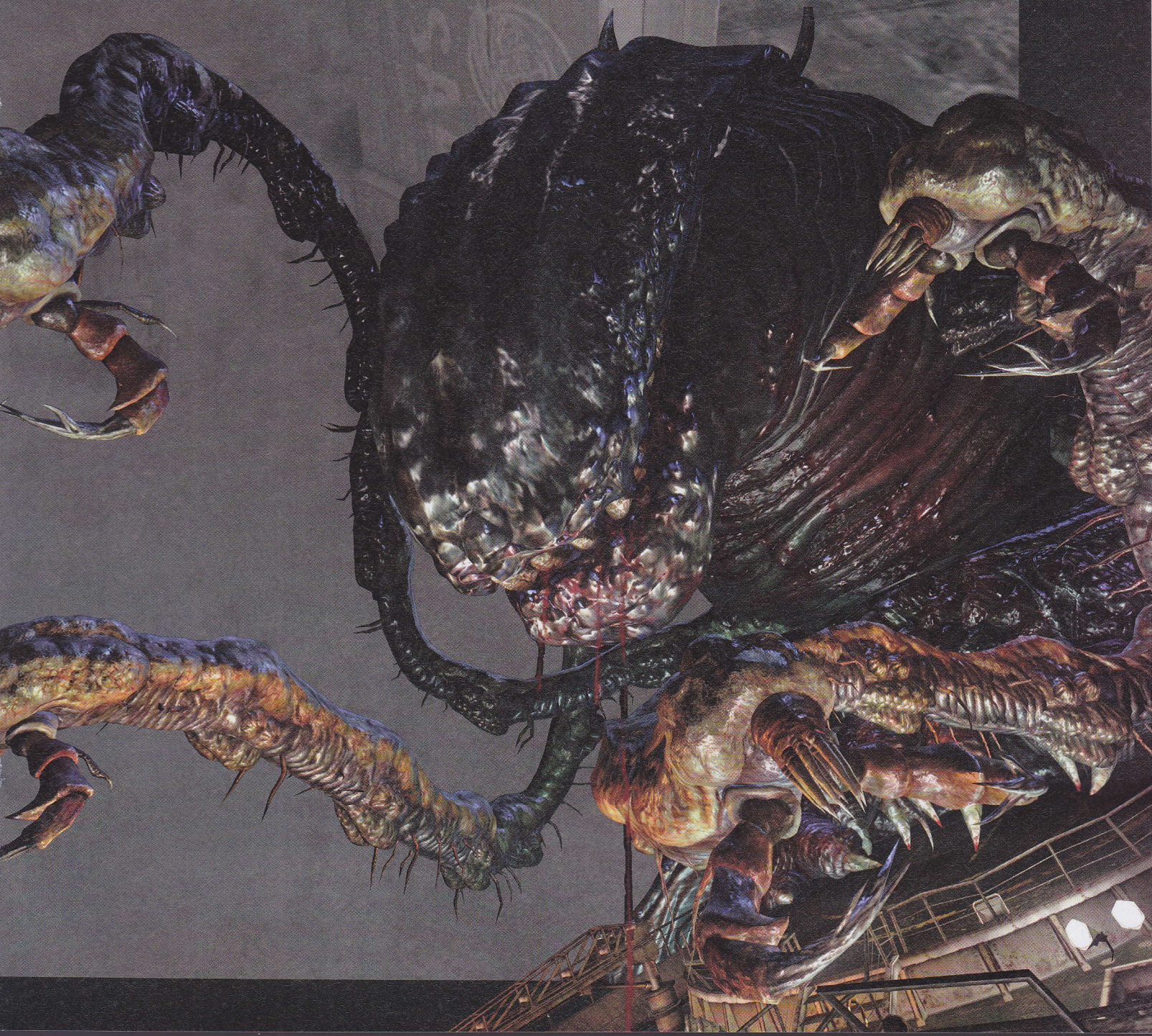
EARN THIS HANDPRINT DURING THE FIRST PART OF THE ZOMBIE-WHALE BATTLE. LOOK BEHIND THE SPOT WHERE CHRIS AND JILL STARTED. A WIDE PIPE JUTS OUT AT AN ANGLE. THE HANDPRINT IS ON THE FRONT OF THIS PIPE.



ZOMBIE WHALE

This episode starts with a bang as Jill and Chris face down a parasite-infected zombie whale.

For the first phase of the fight, the whale has four Malacoda tentacles sticking out. (These are the same tentacles you fought on the gun-boat mission earlier.)

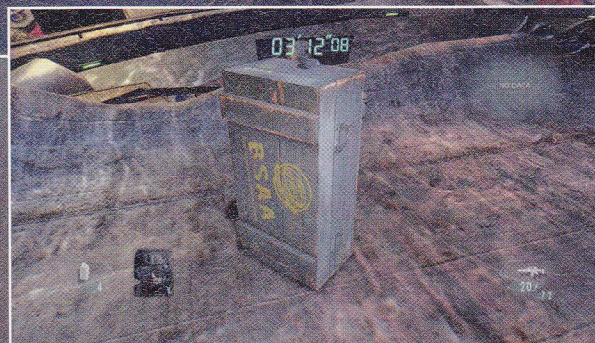


To win the fight, keep damaging these tentacles until they all collapse. Inflict enough damage before the timer runs out to win. All weapons are effective against the tentacles, but the shotgun is most effective at close range.



As the tentacles are injured, they will retreat inside the whale carcass. Use your best magnum, rifle, or machine gun weapons to inflict the most damage.

The tentacles do have their own counterattacks. The primary attack is to slam into the deck, knocking Jill back and inflicting serious damage. Anticipate these attacks and prevent them by shooting one of the tentacles as it moves to strike.



The secondary attack is to fling explosive, pink floating orbs, which make a distinct sound as they fly through the air. Just shoot or sidestep these orbs before they get too close.

Deal a certain amount of damage with your normal weapons until your air support begins dropping Rocket Launchers. The launchers are powerful enough to permanently damage the tentacle parasites.



Move to the crate, smash it, and then replace your weakest weapon with the Rocket Launcher. Aim at a tentacle (not the main body of the creature) to inflict heavy damage.

After the first launcher drops, the helicopter will drop new Rocket Launchers every few seconds. Hitting the tentacles with the Rocket Launcher is surprisingly easy. Aim carefully and you should be able to hit one of the Malacoda frequently.

Keep firing away, and the whale will die before the timer expires.

KEEP THE LAUNCHER!

At the end of this fight, secure one of the Rocket Launchers to use for later. Store it in the next Weapons Crate available. It is very effective against the final boss.

INFERNAL ZOMBIE WHALE

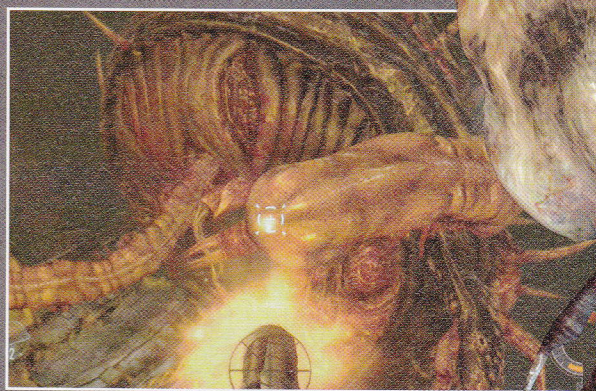
This fight isn't considerably more difficult on Infernal Mode. To beat the whale in the time limit, focus on hitting it with Rocket Launchers. You don't have to be perfect, but you must fire the Rocket Launcher as soon as it drops to ensure that the helicopter will drop more launchers on the scene as soon as possible.

The Zombie Whale's defeat is only temporary. Soon the Malacoda re-emerge. In the second part of this boss fight, re-engage the Zombie Whale with the helicopter's machine guns.

ZOMBIE WHALE (PART 2)

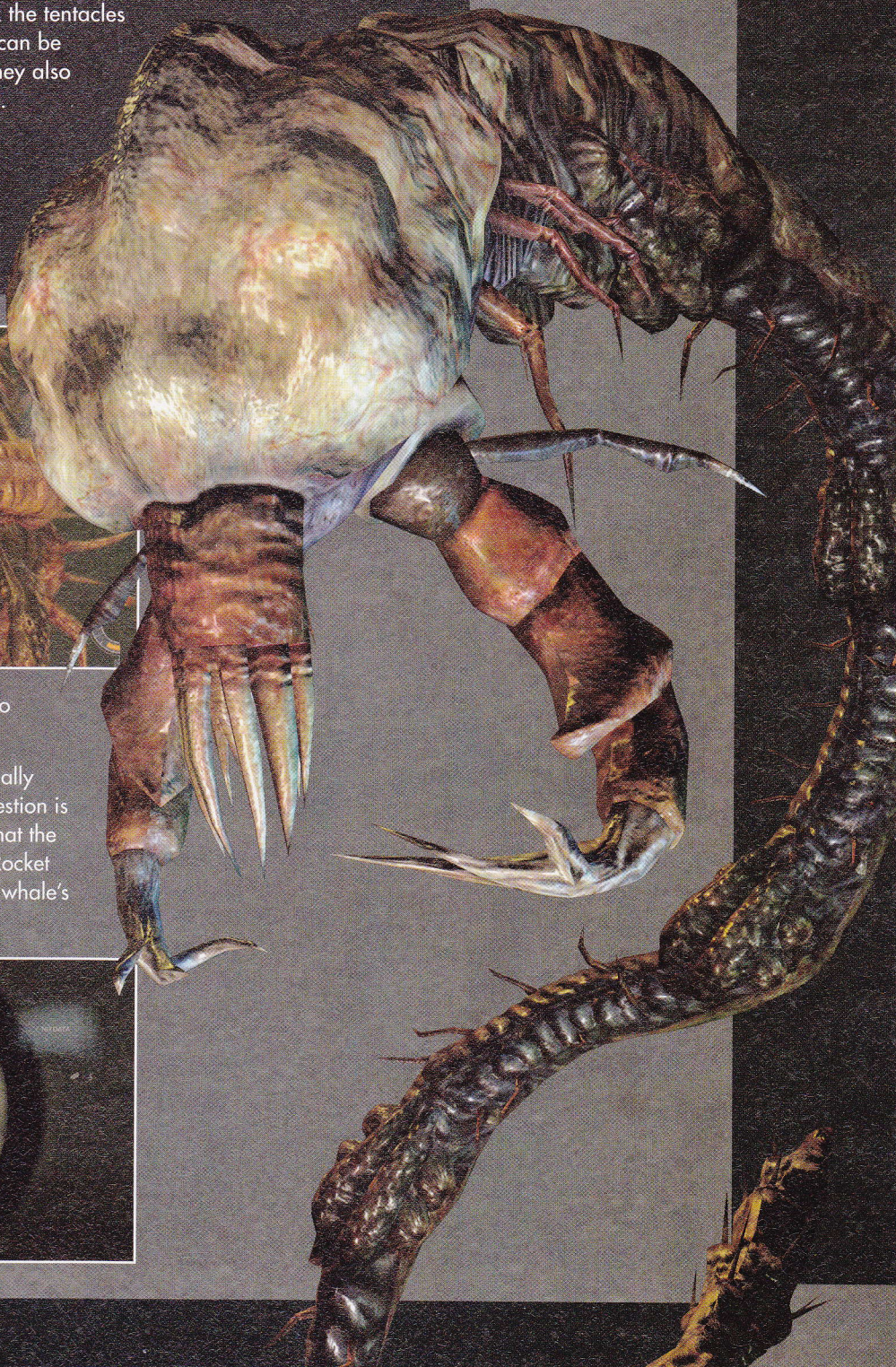
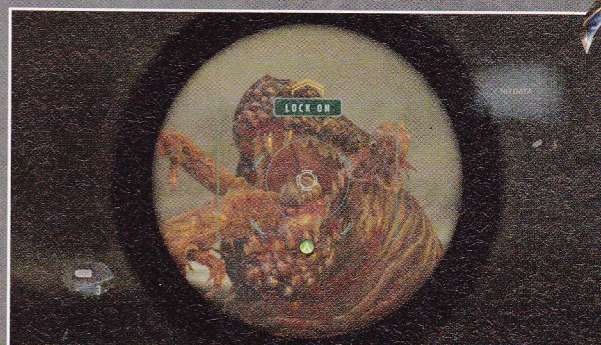
As the helicopter circles the whale, attack the tentacles sticking out of its sides. These Malacoda can be killed with lots of machine-gun fire, but they also fall quickly to a Grenade Launcher attack.

A simple way to kill a tentacle is to fire a grenade at the tentacle base. This usually kills the tentacle, and it's much easier to hit the stationary base rather than the moving tentacle.



Use any breaks between tentacle attacks to cool down your machine gun.

Keep killing tentacles, and Chris will eventually ask, "Did we kill it?" The answer to that question is "Of course not." However, this is a signal that the fight is almost over. Your pilot hands Jill a Rocket Launcher. Use the launcher to lock onto the whale's mouth and win the boss fight!



ORIGIN

CHARACTER: PARKER LUCIANI

One Year Ago—Terragrigia

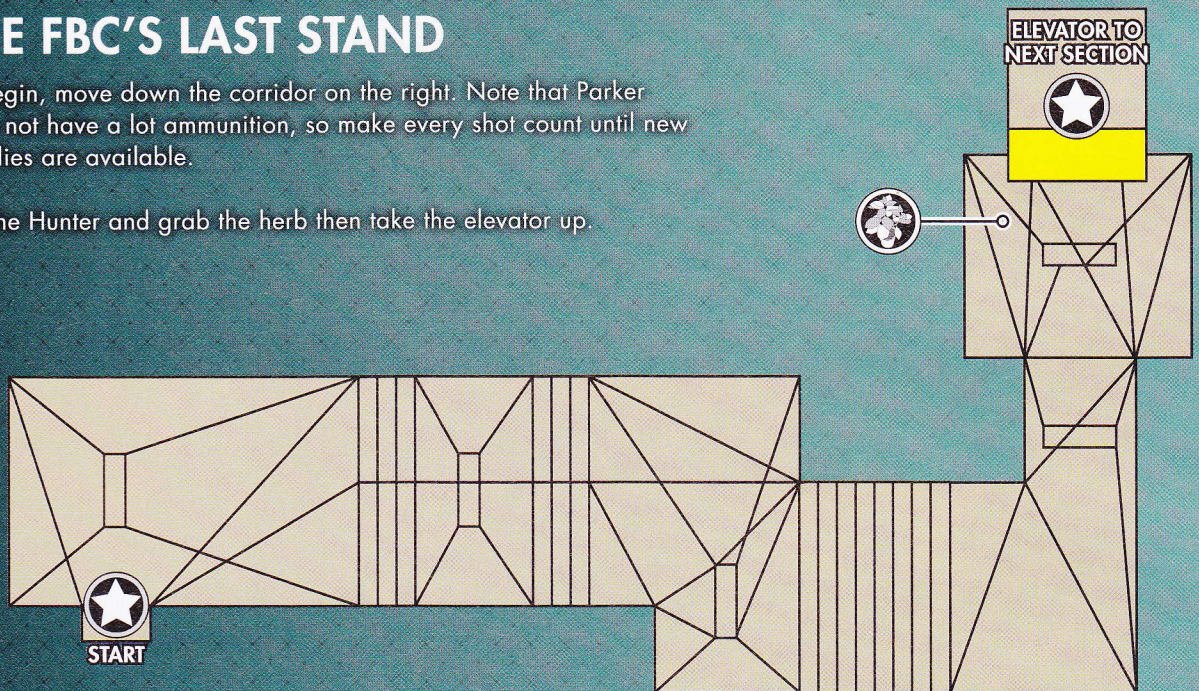
In this final Terragrigia flashback, O'Brian promises to explain everything that's occurred in the last 24 hours. You are once again in control of Parker on Terragrigia's final day. This flashback takes place a few minutes before the previous one.

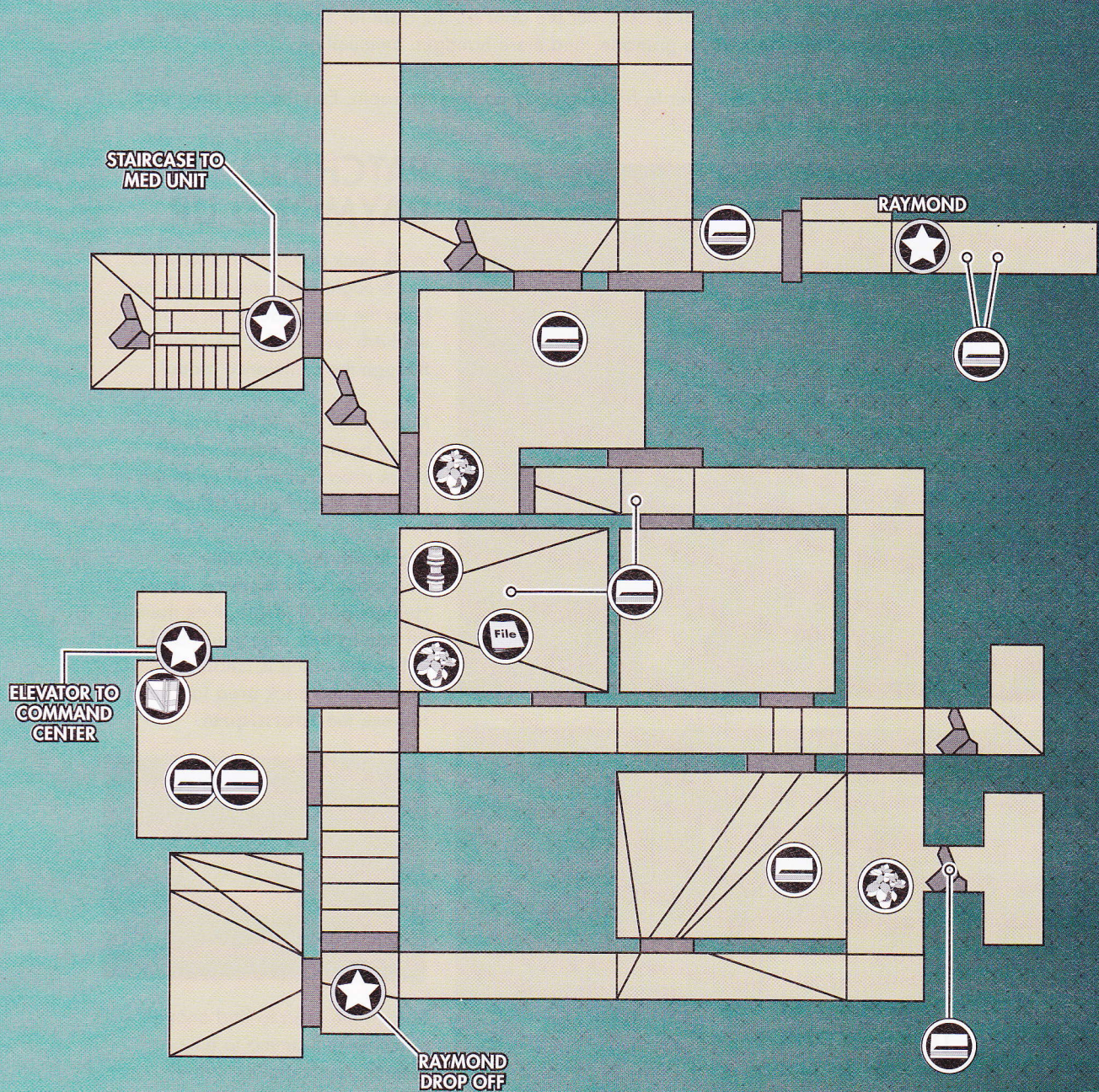


THE FBC'S LAST STAND

To begin, move down the corridor on the right. Note that Parker does not have a lot of ammunition, so make every shot count until new supplies are available.

Kill the Hunter and grab the herb then take the elevator up.





Upstairs you hear Raymond battling with a Hunter. Grab the ammo near the place where he is sitting and kill the Hunter. As more Hunters arrive, score headshots to wipe them out. Jessica will help, but her shots aren't as effective as Parker's.

When the Hunters are all dead, pick up Raymond and carry him to the first door on the left. Be sure to grab the ammo in here and examine the table for the "Daily Courier Article 1" file.

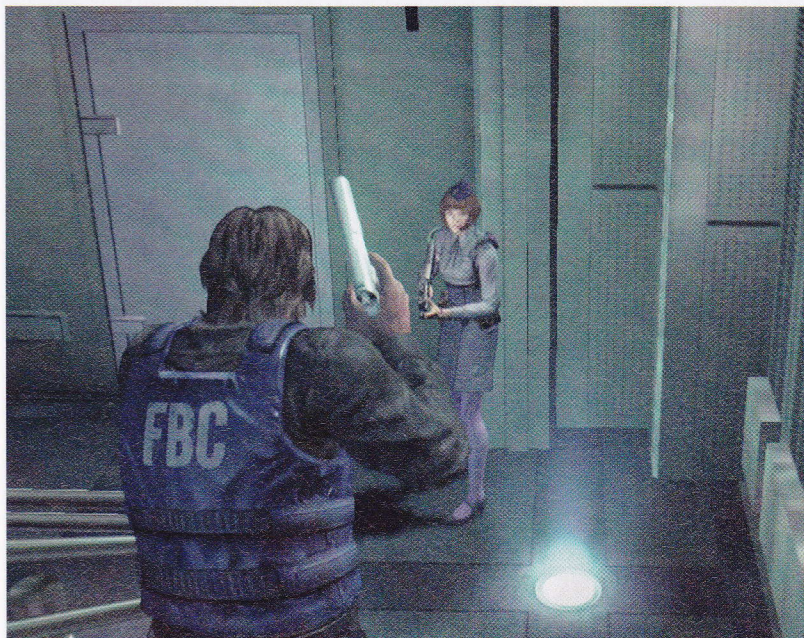


EMPTY LOCKERS

Don't bother with the lockers on this floor. They are all empty.

Grab the herb and exit through the next door. Watch out for the Hunter waiting at the end of the hall. Pass by the first door on the left and continue until the hall ends. Enter the door on the right for some bonus supplies. Inside, locate the FBC's "Charter" file, an herb, a grenade, and more handgun ammunition.

Return to the door you previously passed and enter to find a bloody conference room. Exit the next door and drop Raymond off in front of the M3-3 office.

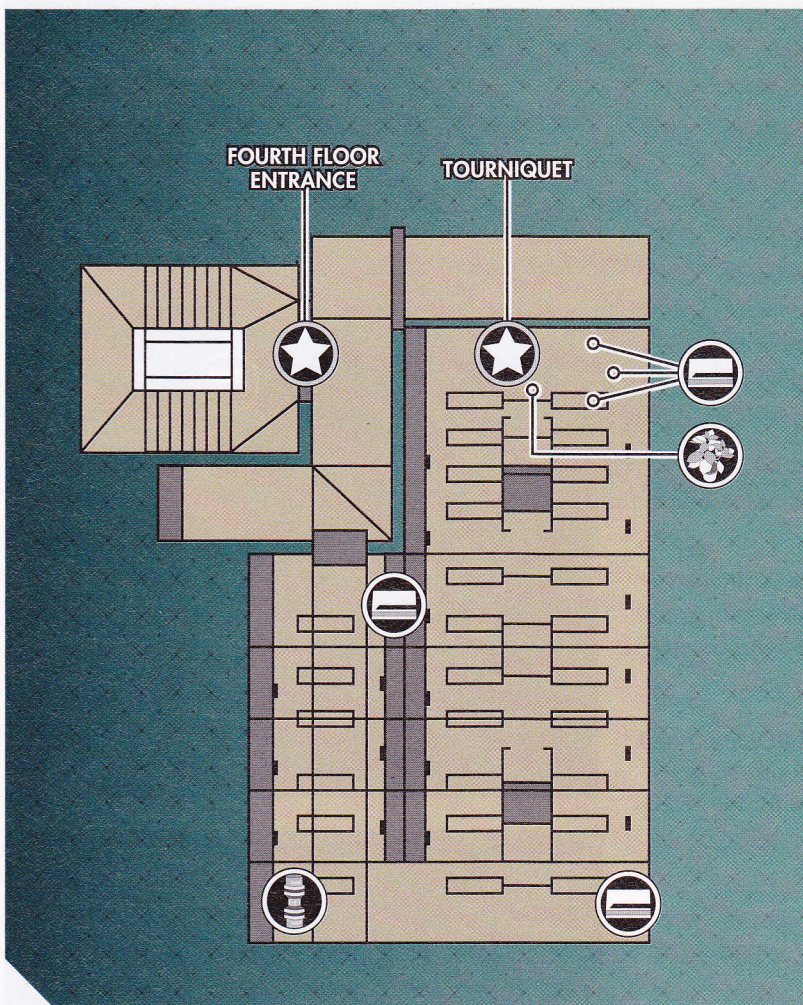


PATCHING RAYMOND UP

Walk back down the hallway you just brought Raymond through and jump the barricade at the end. Grab the herb and ammo, then pass back through the conference room.

Make your way to the staircase in the northwest corner of the office area. Follow Jill up to the fourth floor and enter inside.

The fourth floor is mostly an abandoned office space. Three Hunters patrol inside. Pick them off one-by-one with your handgun. When the office is clear, return to the back area to retrieve the **Tourniquet**.

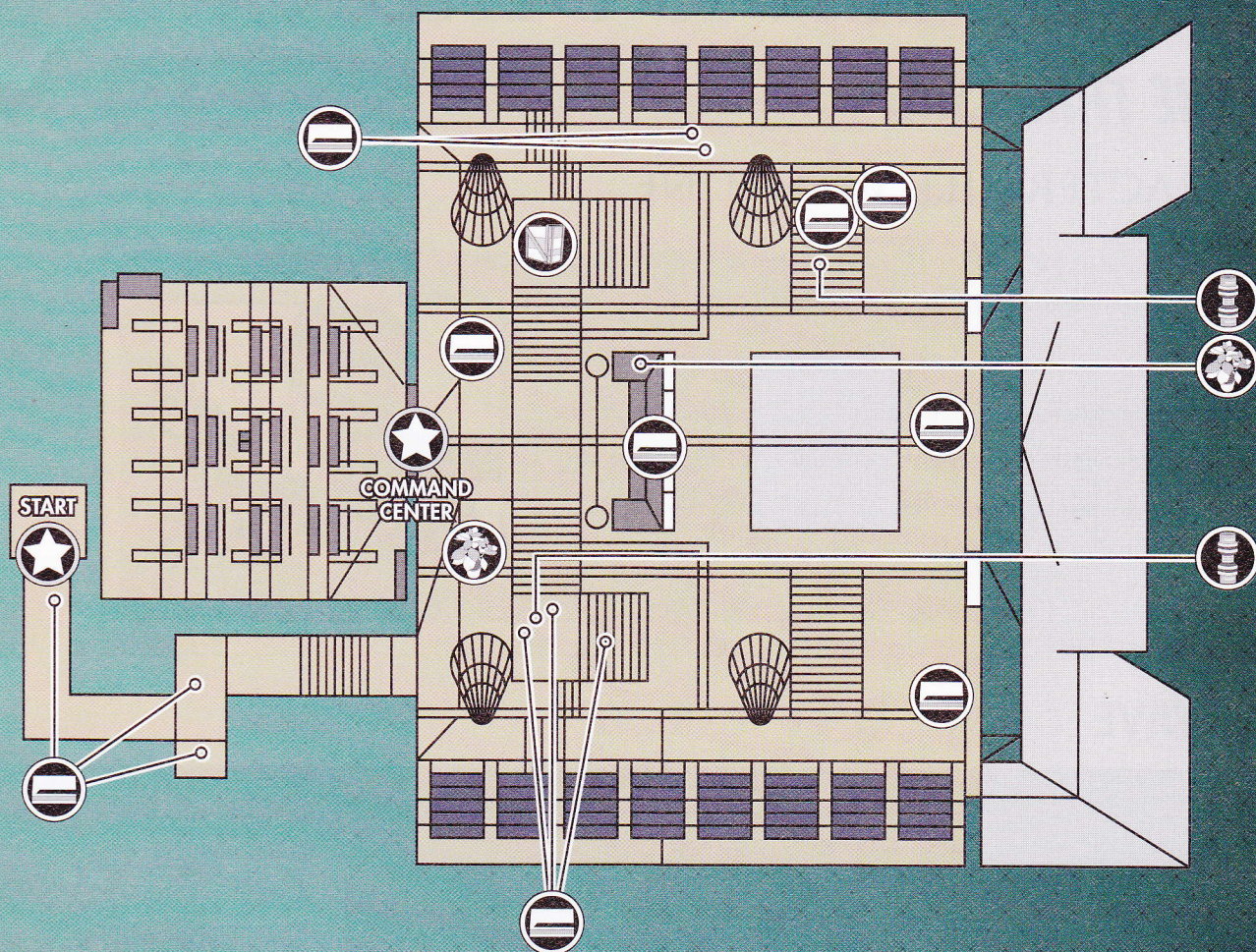


Search the area to find enough machine gun ammo to fully restock your supplies. Now return to Raymond.

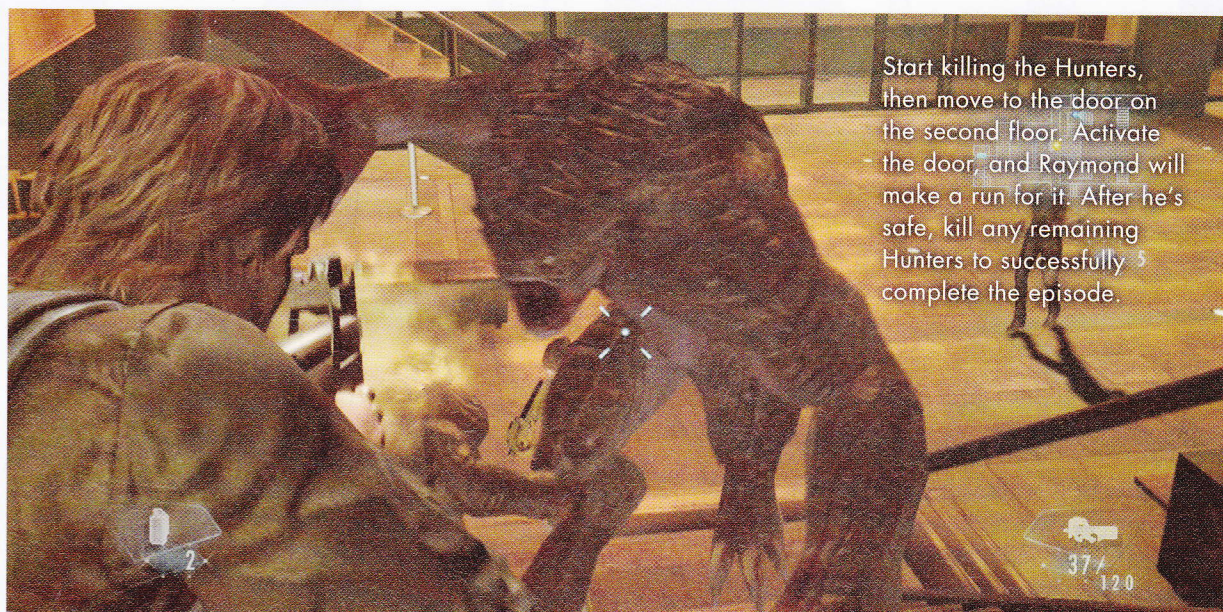
Downstairs the Hunters have returned in force. Use Parker's P90 machine gun to mow through them and fight back to Raymond. Raymond has a swarm of Hunters all over him. Move down the corridor and defend him.

When all the Hunters are dead, heal Raymond by talking to him.

TO THE COMMAND CENTER



Head through the next room to find an elevator lobby and a Hunter. Kill the Hunter, collect the ammo, and take the elevator up to the Command Center floor. Follow the corridor out to an enormous lobby. This room is completely full of Hunters, but it's also full of ammo and herbs.



Start killing the Hunters, then move to the door on the second floor. Activate the door, and Raymond will make a run for it. After he's safe, kill any remaining Hunters to successfully complete the episode.

EPISODE 12 THE QUEEN IS DEAD

◀ **THE THIRD SHIP**

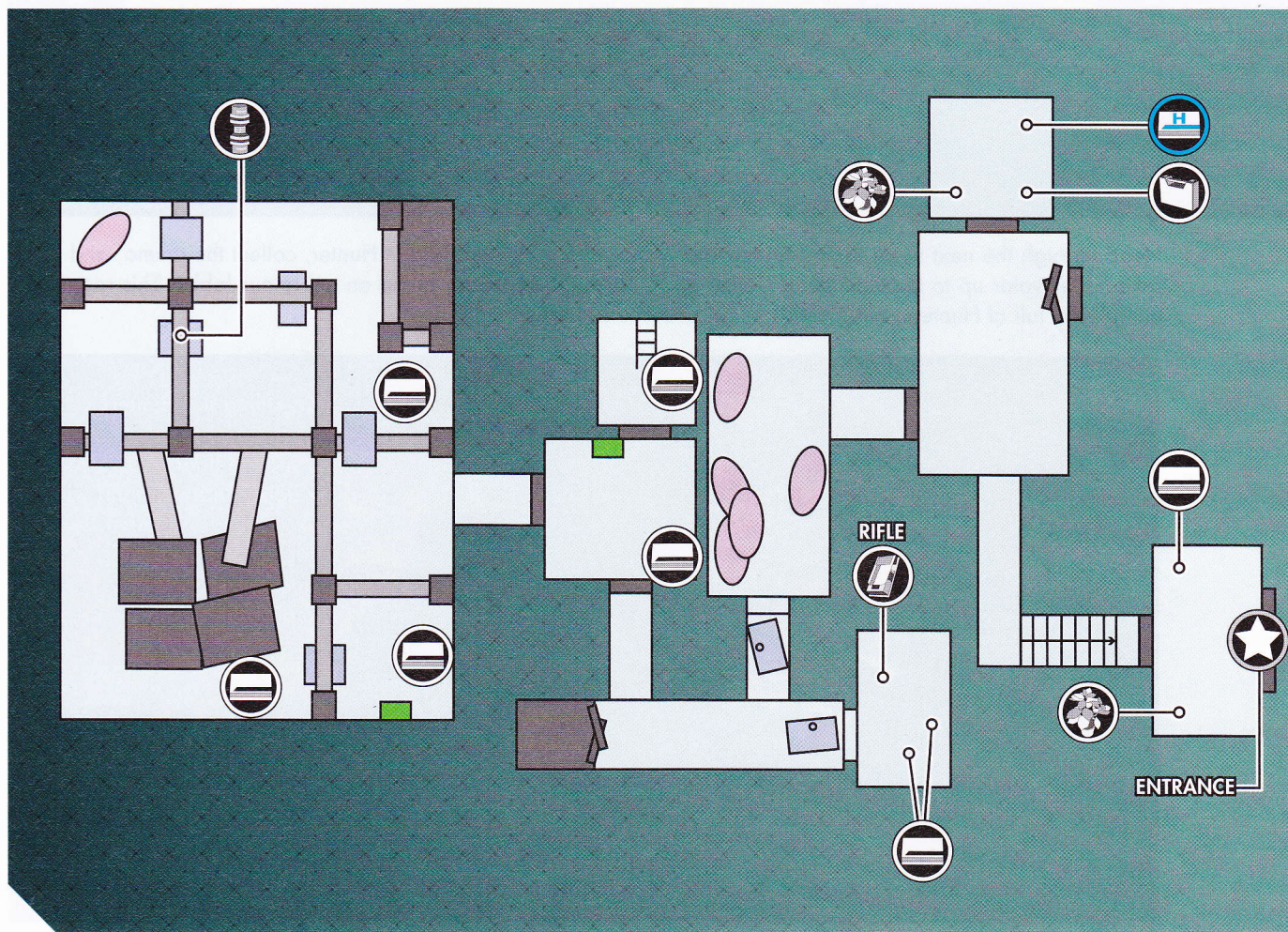
CHARACTER: JILL VALENTINE

5:35 AM—Above the *Queen Zenobia*

Thanks to the work of Keith and Quint, the BSAA has uncovered the existence of a third sister ship, the *Queen Dido*, which sunk under Terragrigia. Chris and Jill approach the ship hoping to find evidence that indicts Morgan Lansdale in the Veltro conspiracy.



DEEP DIVE



Jill and Chris are well-equipped with scuba gear for this adventure, which prevents worry about being underwater for too long or finding air pockets.

At the start of the mission, turn the valve to enter the side hatch of the *Queen Dido*. Grab the items inside and activate the door to automatically cut through it.



DIFFERENT VERSION

If you are playing *Revelations* on 3DS, you must solve a simple mini-game to cut open these doors.

Swim through to the second room and cut through the north door. Inside you will find some **Illegal Custom Parts (Charge Shot 2)** and more supplies. Now return to the previous room and proceed through the western door.



Move through the next corridor to encounter a living Globster. Back in the first episode, when you fought Globsters on land, they were no problem. Here in the water, they are a serious threat to Jill and Chris.

Swim to the east room and grab the **Rifle Ammo Case** and the extra ammo. Now follow the corridor around to the north room. There you will see a locked door. Examine the door, and Chris will start working on repairing it. Next, you must find a way to reactivate the ship's power.

EMERGENCY POWER

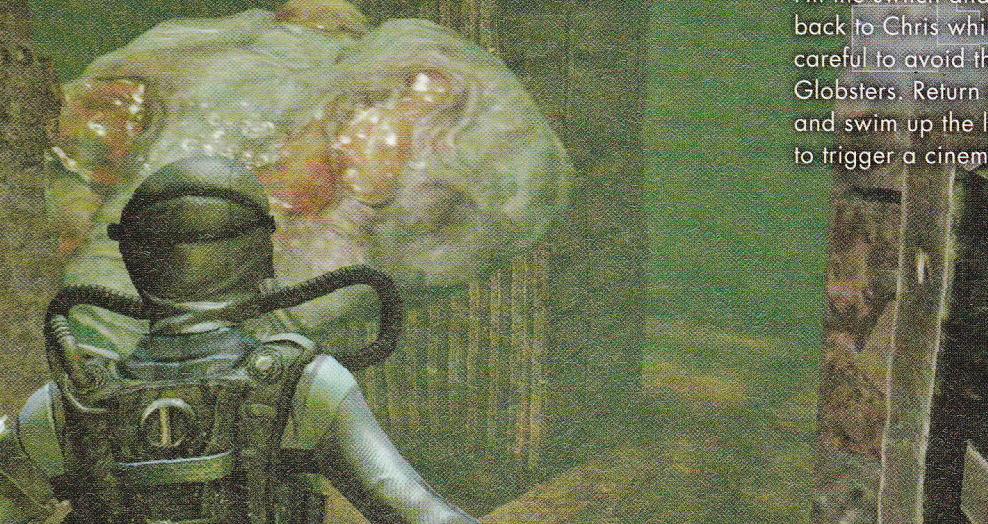
Globsters patrol this large underwater room. As mentioned above, they are dangerous underwater and can swallow Jill in one bite. Weapons are not available underwater, so anticipate patrols of these creatures and move around them.

After entering the room, peek through the first hatch on the right. Wait there for a moment until a Globster swims past. When it does, quickly follow it, staying high and to the left of the corridor to avoid it when it turns back around.



PULSE GRENADES ONLY STUN!

Globsters are not hurt by Pulse Grenades. The grenades just stun them for a few moments. Only use one if it's an emergency: it will stun them just long enough to swim by.



Hit the switch and head back to Chris while being careful to avoid the Globsters. Return to Chris and swim up the ladder to trigger a cinematic.

SHIP OF HORRORS



Collect the ammo and hidden ammo in this room, then continue south. The next room is a creepy banquet hall. There are a couple of items to scan in this room and a few areas to inspect. Also search the desk for the "Dante Alighieri's La Divina Commedia" file. Then move to the west doorway to trigger a cinematic.

After the cinematic, enter the projector room. Grab the loot lying around the room, then use the Weapons Crate to get ready for the final fight.

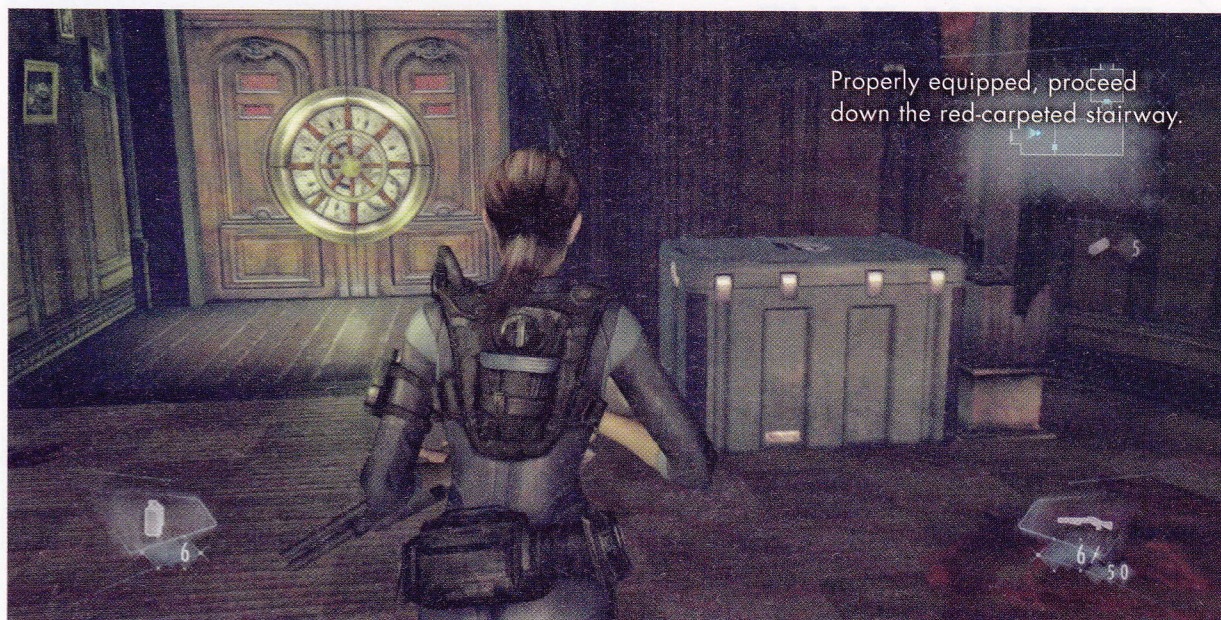
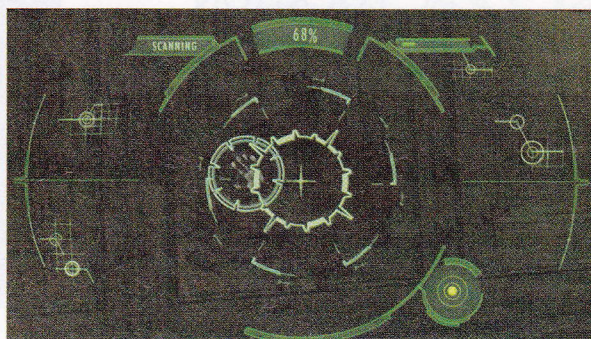
Equip your favorite weapons and Custom Parts. A lot of ammo is required for the upcoming fight, so avoid initially equipping weapons for which limited ammo is available.

To confront the final boss, it is recommended that you take a magnum, a shotgun, and a machine gun. The rifle can be very difficult to use effectively in this fight.



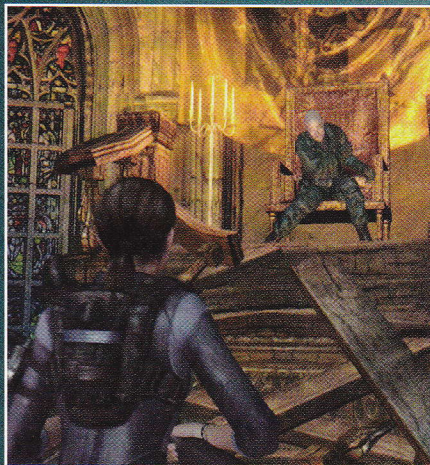
SECRET HANDPRINT 29 LOCATION

THIS HANDPRINT IS TO THE RIGHT OF THE BLOODY HASH MARKS ON THE SOUTH WALL OF THE BANQUET ROOM.

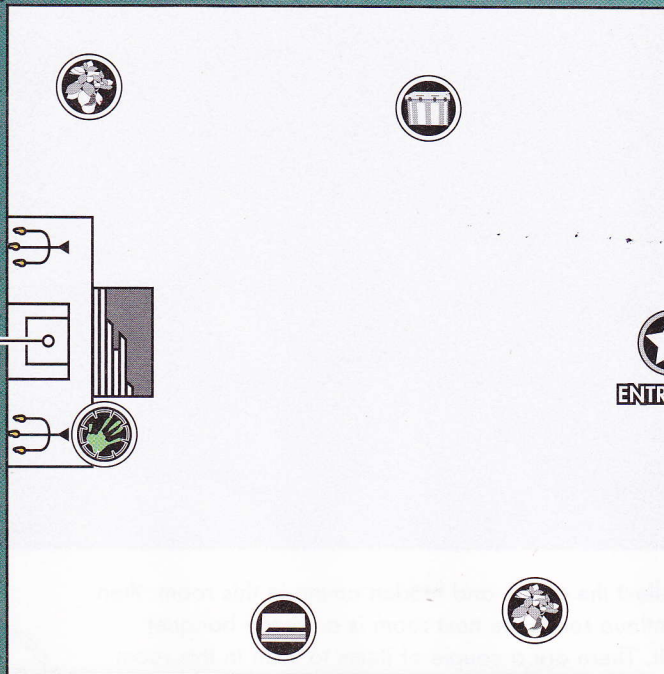


THE THRONE

In this final room, Norman is reciting poetry. After Norman's poem is done, a cutscene automatically begins.



NORMAN



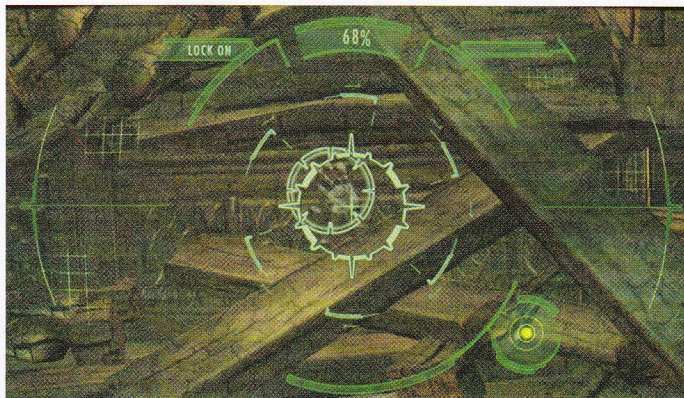
ENTRANCE



SECRET HANDPRINT 30 LOCATION

SCAN THE BASE OF
NORMAN'S THRONE
FOR THE LAST SECRET
HANDPRINT.

After the cinematic, grab **Norman's PDA**. Turn around and leave the room to end this section.



◀ THE FINAL FIGHT

CHARACTER: JILL VALENTINE

6:40 AM — Queen Dido

Jill and Chris have the evidence they need to show Morgan Lansdale's connection to Veltro, but Norman won't let them leave without a fight!





NORMAN

Norman is a huge B.O.W. with super-strength, teleportation, and illusion powers. Norman has several attacks that he cycles through.

His primary attack is to teleport on top of Jill then power up an overhand melee attack. To defend against this attack, shoot him repeatedly in the heart. If you hear Norman's teleport sound but don't see him, this means he's probably behind Jill. Execute the quick-turn move to quickly locate him.

Immediately after interrupting Norman's teleport and melee attack, start backing away. If you stay too close, he can hit you with his second attack, a one-handed grapple. If Norman grabs Jill, quickly move the analog stick to escape. If you don't escape in time, the game is over.



If you manage to back away from Norman's teleport/slam attack, you can avoid the hit. But Jill still gets knocked on the ground and has to recover.

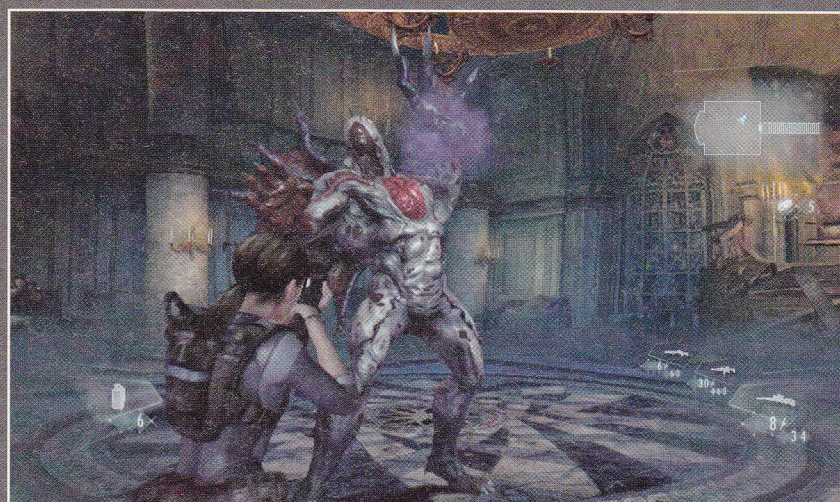
USE THE WEAPONS CRATE

Remember that a Weapons Crate is in this final room. If ammunition runs low on one weapon, switch it out for another weapon with more-available ammunition. Switch your best mods into this new weapon as well.

After you've hurt Norman a bit, he increases the power of his teleport attack and uses two variants of it.

In the first variant, Norman uses the power of illusion to make it appear as though there are two Normans attacking Jill. One is a fake, however. Identify the real one by the purple smoke coming out of the heart.

If you don't see the purple smoke and heart right away, immediately run. Jill still gets knocked over, but she avoids damage.



If you are having trouble hitting the illusion in time, try switching to the shotgun. It's much easier to hit his heart with it. The second variant is a series of direct teleport attacks. Norman will teleport and rush Jill, then execute a quick attack. The goal of this attack is to make Jill waste ammo. Only counterattack when you see the purple smoke coming from Norman's chest. Otherwise it's an illusion.

After successfully hitting Norman, follow through with more shots to the heart. This dramatically increases the amount of damage inflicted after each successful counterattack.

USING HERBS

You should start this fight with five herbs, since there were a lot to discover in the previous area. This fight will probably require all of them. After using a couple, search the room for bonus herbs at the corners.

Eventually a third stage of the fight begins. Norman uses two new teleport attacks. In one, he spawns into two versions of himself and then charges Jill. Hit the correct one before it gets too close.

The second new attack is similar to the previous overhand illusion attack, but now Norman attacks with a sideswipe. It's harder to hit Norman's heart while he is charging this attack because his hand is blocking his heart.

After Norman executes the charging attack, he goes down on one knee for a few seconds. When he does this, step behind him and fire into the brainy area on his back. This does more damage than the heart area.

ROCKETS!

If a Rocket Launcher is in your Weapons Crate (from the zombie whale fight), use it against Norman for tremendous damage. Hit him while he's vulnerable.

Resist using melee attacks when Norman is stunned. Instead, use the time to unload with your most powerful weapon into his back area.

This is a very tough fight that requires memorization of Norman's attacks and how to counter them. It will take a few tries, but practice will eventually lead to victory. There are no other special tricks to win the battle—just inflict a lot of damage before running out of herbs.



INFERNAL NORMAN FIGHT

The strategy for this fight on Infernal Mode is much the same as it is on Normal and Easy. The biggest difference is that you must do a lot more damage to Norman before he progresses through his attack states. Work harder at avoiding damage because you must counter two to three times as many attacks as on Normal mode. This requires lots of practice and effective use of Jill's weapons.

This is the ultimate test of your *Resident Evil* skills. Use the weapons you have mastered throughout the Infernal playthrough and install the most damaging mods on all of your weapons. Good luck!

RAID MODE

INTRODUCTION

Raid Mode is a full-fledged co-op mode that allows you to battle the monsters of *Resident Evil Revelations* with your friends online. You don't have to play with friends, but it's definitely the most fun way to play this game mode.

As you complete stages, you earn rewards and BP (currency) that can be spent to buy Custom Parts upgrades and new weapons.

BASIC GAMEPLAY

In each stage of Raid Mode, your objective is to reach the goal icon. Sometimes you must kill a specific set of enemies before the goal icon is available. Killing monsters also rewards you with BP, keys to bypass locked doors, and XP (experience points).

Your performance rating each round is based on speed, accuracy, and the number of monsters you defeat before the end.

◀ **ROUND BONUSES**

You earn Round Bonuses for performing exceptionally well in a set goal during a Raid Mode map. Each level has four bonuses that can be earned. The XP bonuses can be earned repeatedly as you replay the map, but each bonus counts only once toward the special costumes that unlock as you earn the medals.

The bonuses you earn are tracked on the stage-select screen. If you have previously earned a bonus on the level, it will appear as a lighted icon.



Low-Level Bonus—Complete a stage at or below the Recommended Level. If you have already achieved a higher level and want to earn this bonus, you can adjust your current character's level on the Characters sub-menu.



Genocide Bonus—Kill all of the monsters on the stage. This is the easiest bonus to earn. You can earn this on every stage, but take your time and don't push forward too quickly.



No Damage Bonus—Avoid getting hit by any of the monsters on the level. This can be very hard on maps with a great deal of close-fighting. The key to achieving it is memorizing enemy position to prepare for surprise attacks.



Trinity Bonus—Complete the other three bonuses in one run on a level. This can be tricky to achieve, but if you do, you will receive a large XP Bonus.

◀ RETIRING & DEATH

If you are killed on a Raid Mode level, your XP and BP are heavily penalized.

If you begin a match and find yourself hopelessly outmatched, you can retire at any time. Simply pause the game and select the Retire option.

If you retire before you are killed, you retain some of the BP or XP earned on the level. You also retain any ammo spent on the stage, so you don't need to waste BP restocking your stores.

DON'T UNDERESTIMATE BASIC MELEE

In the main campaign, the basic melee attack is ineffective against the B.O.W.s. In Raid Mode, the basic melee attack is an extremely deadly attack that has knockback and inflicts ample damage against enemies that are less than or equal in level to you.

It's a great way to get out of jams when you run low on ammo. It's even possible to kill boss monsters like Rachael and the Scagdead with basic melee attacks.

Additionally, many monsters have a weakness to melee attacks. For more information, check out the Raid Bestiary later in this chapter.



THE STORE

The store is always stocked with numerous items. The weapons and Custom Parts that are available in the store are random, so if you don't like the options available to you, just leave and re-enter.

In addition to obtaining weapons and Custom Parts, you can refill all of your ammo stocks. The cost to refill your supplies is dynamic, based on your current amount. It's best to refill at least one of your weapon stocks before starting a level. This will ensure you have enough ammo to complete the level, even if things don't go perfectly. You can also purchase various permanent upgrades.

WEAPONS

In Raid Mode, weapons are most commonly found with normal (white) stats. However, you can find green, blue, and yellow items that have enhanced features, such as increased damage or quicker reload speeds.

Generally speaking, you will be leveling up fast enough so that the exact bonus stats of the item are unimportant. It's more important that the item is as close to your level as possible. Be aware that green, blue, and yellow items cost more and are rarely worth purchasing unless you have a lot of extra BP or are at the level cap.

Some special weapons have a fixed enhancement. You can identify these weapons by the extra text in their names. For instance, M3 "Short Range" is a normal M3 shotgun with the "Short Range" enhancement.

Here is a list of the available weapon enhancements:

Short Range +14% Short-Range Attack Power, +40% Daze, -14% Ranged Attack Power. Increases short-range power and daze.	Long Range +16% Ranged Attack Power, +10% Movement Speed, -10% Short-Range Attack Power. Provides scope-assisted firing and increases long-range power.	Easy Grip +20% Health, +30% Knife Damage, +9% Defense, -15% Rate of Fire. Increases physical attacks, knife attacks, and defense.
Speed Shot +15% Capacity, +35% Rate of Fire, -20% Reload Speed. Increases rate of fire and capacity.	Steady Hand -60% Recoil, +60% Critical Hit, +15% Rate of Fire. Increases critical hit and decreases recoil.	Speed Load +35% Reload Speed, +30% Capacity, -10% Rate of Fire. Increases reload speed and capacity.
Sonic Assist +150% Attack Range, +80% Daze, +100% Stopping Power. Increases hit-zone, daze, and stopping power.	Light Weight +25% Movement Speed, +150% Dodge, -16% Attack Power. Allows the user to move more quickly but reduces weapon power.	Sonic Assist + +200% Attack Range, +10% Rate of Fire, +15% Reload Speed. Increases hit-zone, daze, and stopping power but removes one Custom Parts slot.
Short Range + +22% Short-Range Attack Power, +20% Rate of Fire, -18% Ranged Attack Power, -25% Ammo Capacity, -25% Critical Hit. Increases short-range power and rapid fire.	Long Range + +26% Long-Range Attack Power, +35% Critical Hit, -15% Short-Range Attack Power, +25% Recoil, -10% Rate of Fire. Increases long-range power and critical hit power.	

As you level up, you will gain access to increasingly powerful weapons. Weapons are on a scale ranging from 1 to 50. The chart below displays each weapon's base value at 1. These values scale linearly, so a level X Drake will always have more Firepower than a level X Hydra.

Handguns	Price	Firepower	Firing Speed	Capacity
M92F	4,000	278	1.50	14
Government	4,920	385	1.00	8
G18	18,000	188	5.00	26
PC356	5,400	245	1.25	12

Magnums	Price	Firepower	Firing Speed	Capacity
Python	10,600	1,900	0.55	7
L. Hawk	14,600	1,600	0.94	5
Pale Rider	24,800	2,250	0.40	2

Machine Guns	Price	Firepower	Firing Speed	Capacity
MP5	4,600	118	7.50	44
P90	5,200	97	10.00	60

Assault Rifles	Price	Firepower	Firing Speed	Capacity
AUG	6,000	125	5.00	29
G36	5,400	150	4.29	22
High Roller	24,800	175	3.34	19

Shotguns	Price	Firepower	Firing Speed	Capacity
Windham	4,800	165	0.51	10
M3	5,800	120	1.00	8
Hydra	21,200	108	0.91	4
Drake	25,200	128	1.37	3

Rifles	Price	Firepower	Firing Speed	Capacity
M40A1	5,000	1,150	0.60	9
PSG-1	6,200	880	1.43	6
Muramasa	23,200	1,020	0.45	3

ROCKET LAUNCHER

The Rocket Launcher works differently than the other weapons. It becomes available at level 9 and costs 60,000 BP per purchase. It never has special powers and automatically scales with the player. This means that if you purchase it at level 30, then use it at level 40, it will do the damage of a level-40 rocket.

CUSTOM PARTS

A limited array of Custom Parts is always available in the store. As you level up, the Custom Parts that appear randomly in the store will change.

The parts in the store are determined by the last level you successfully completed in Raid Mode. New sets of parts become available after completing the following levels:

Chasm	Level 7
Chasm	Level 12
Chasm	Level 18
Trench	Level 4

Trench	Level 8
Trench	Level 14
Trench	Level 20
Abyss	Level 5

Abyss	Level 10
Abyss	Level 15

● REPLENISHING SUPPLIES

You can also replenish your ammo, grenade, and herb stocks in the store. Costs per item break down as follows:

Supply	BP Cost per Unit
Handgun Bullet	21
Shotgun Round	55
Machine-Gun Round	13
Rifle Round	67
Magnum Round	350

Supply	BP Cost per Unit
Grenade	380
B.O.W. Decoy	460
Shock Grenade	460
Pulse Grenade	540
Herb	500

● PERMANENT UPGRADES

The final category in the store is permanent upgrades: These upgrades permanently improve some aspect of your characters. These are all one-time purchases. Many upgrades are not available until you reach a certain level.

Item	Base Cost	Level Required	Description
Herb Case 1	10,000	0	Ups Green Herb capacity by 50%.
Herb Case 2	20,000	11	Ups Green Herb capacity by 50%.
Herb Case 3	40,000	21	Ups Green Herb capacity by 50%.
Herb Case 4	80,000	31	Ups Green Herb capacity by 50%.
Herb Case 5	160,000	41	Ups Green Herb capacity by 50%.
Additional Storage 1	20,000	0	Set weapon storage grid to 12x3 (36). (Default 12x2.)
Additional Storage 2	40,000	0	Sets weapon storage grid to 12x4 (48).
Additional Storage 3	60,000	0	Sets weapon storage grid to 12x5 (60).
Additional Storage 4	80,000	0	Sets weapon storage grid to 12x6 (72).
Additional Storage 5	100,000	0	Sets weapon storage grid to 12x7 (84).
Additional Storage 6	120,000	0	Sets weapon storage grid to 12x8 (96).
Additional Storage 7	140,000	0	Sets weapon storage grid to 12x9 (108).
Additional Storage 8	160,000	0	Sets weapon storage grid to 12x10 (120).
Grenade Holder 1	7,000	3	Ups Hand Grenade capacity by 50%.
Grenade Holder 2	14,000	13	Ups Hand Grenade capacity by 50%.
Grenade Holder 3	28,000	23	Ups Hand Grenade capacity by 50%.
Grenade Holder 4	56,000	33	Ups Hand Grenade capacity by 50%.
Grenade Holder 5	10,2000	43	Ups Hand Grenade capacity by 50%.
Decoy Holder 1	8,000	3	Ups B.O.W. Decoy capacity by 50%.
Decoy Holder 2	16,000	13	Ups B.O.W. Decoy capacity by 50%.
Decoy Holder 3	32,000	23	Ups B.O.W. Decoy capacity by 50%.
Decoy Holder 4	64,000	33	Ups B.O.W. Decoy capacity by 50%.
Decoy Holder 5	128,000	43	Ups B.O.W. Decoy capacity by 50%.
Shock Grenade Holder 1	10,000	3	Ups Shock Grenade capacity by 50%.
Shock Grenade Holder 2	20,000	13	Ups Shock Grenade capacity by 50%.
Shock Grenade Holder 3	40,000	23	Ups Shock Grenade capacity by 50%.
Shock Grenade Holder 4	80,000	33	Ups Shock Grenade capacity by 50%.
Shock Grenade Holder 5	160,000	43	Ups Shock Grenade capacity by 50%.
Pulse Grenade Holder 1	10,000	3	Ups Pulse Grenade capacity by 50%.
Pulse Grenade Holder 2	20,000	13	Ups Pulse Grenade capacity by 50%.
Pulse Grenade Holder 3	40,000	23	Ups Pulse Grenade capacity by 50%.
Pulse Grenade Holder 4	80,000	33	Ups Pulse Grenade capacity by 50%.
Pulse Grenade Holder 5	160,000	43	Ups Pulse Grenade capacity by 50%.
Handgun Ammo Bag 1	8,000	5	Ups Handgun Ammo capacity by 50%.
Handgun Ammo Bag 2	16,000	15	Ups Handgun Ammo capacity by 50%.
Handgun Ammo Bag 3	32,000	25	Ups Handgun Ammo capacity by 50%.
Handgun Ammo Bag 4	64,000	35	Ups Handgun Ammo capacity by 50%.
Handgun Ammo Bag 5	128,000	45	Ups Handgun Ammo capacity by 50%.
Magnum Ammo Bag 1	16,000	5	Ups Magnum Ammo capacity by 50%.
Magnum Ammo Bag 2	32,000	15	Ups Magnum Ammo capacity by 50%.
Magnum Ammo Bag 3	64,000	25	Ups Magnum Ammo capacity by 50%.
Magnum Ammo Bag 4	128,000	35	Ups Magnum Ammo capacity by 50%.
Magnum Ammo Bag 5	256,000	45	Ups Magnum Ammo capacity by 50%.

Item	Base Cost	Level Required	Description
Machine Gun Ammo Bag 1	11,000	5	Ups Machine Gun Ammo capacity by 50%.
Machine Gun Ammo Bag 2	22,000	15	Ups Machine Gun Ammo capacity by 50%.
Machine Gun Ammo Bag 3	44,000	25	Ups Machine Gun Ammo capacity by 50%.
Machine Gun Ammo Bag 4	88,000	35	Ups Machine Gun Ammo capacity by 50%.
Machine Gun Ammo Bag 5	176,000	45	Ups Machine Gun Ammo capacity by 50%.
Shotgun Ammo Bag 1	10,000	5	Ups Shotgun Ammo capacity by 50%.
Shotgun Ammo Bag 2	20,000	15	Ups Shotgun Ammo capacity by 50%.
Shotgun Ammo Bag 3	40,000	25	Ups Shotgun Ammo capacity by 50%.
Shotgun Ammo Bag 4	80,000	35	Ups Shotgun Ammo capacity by 50%.
Shotgun Ammo Bag 5	160,000	45	Ups Shotgun Ammo capacity by 50%.
Rifle Ammo Bag 1	12,000	5	Ups Rifle Ammo capacity by 50%.
Rifle Ammo Bag 2	24,000	15	Ups Rifle Ammo capacity by 50%.
Rifle Ammo Bag 3	48,000	15	Ups Rifle Ammo capacity by 50%.
Rifle Ammo Bag 4	96,000	15	Ups Rifle Ammo capacity by 50%.
Rifle Ammo Bag 5	192,000	15	Ups Rifle Ammo capacity by 50%.
Body Armor 1	8,000	7	Reduces player damage by 3%.
Body Armor 2	16,000	17	Reduces player damage by 6%.
Body Armor 2-A	20,000	17	Reduces player damage by 9%.
Body Armor 3	32,000	27	Reduces player damage by 12%.
Body Armor 3-A	40,000	27	Reduces player damage by 15%.
Body Armor 4	64,000	37	Reduces player damage by 18%.
Body Armor 4-A	80,000	37	Reduces player damage by 21%.
Body Armor 5	128,000	47	Reduces player damage by 24%.
Body Armor 5-A	160,000	47	Reduces player damage by 27%.
Body Armor 6	300,000	50	Reduces player damage by 30%.

LEVELING UP

At the end of each level, you earn experience points (XP) based on how many monsters you killed. You also earn various level bonuses, such as Round Rewards, and the base XP for the level.

The chart below shows the level progression for the player. Leveling up requires you to replay stages. You cannot play one stage after the other in progression. Instead, you may have to replay a level several times before you can progress in the stage list.

Leveling up affects the base damage you execute against enemies. Enemies that are a higher level than you suffer less damage from you. As a result, stay within a few levels of the recommended level of each map.

Level	XP Required
1	0
2	500
3	1,220
4	2,160
5	3,320
6	4,700
7	6,300
8	8,120
9	10,160
10	12,420
11	14,900
12	17,600
13	20,520
14	23,660
15	27,020
16	30,600
17	34,580

Level	XP Required
18	38,960
19	43,740
20	48,920
21	54,500
22	60,480
23	66,860
24	73,640
25	80,820
26	88,400
27	96,380
28	104,760
29	113,540
30	122,720
31	132,300
32	142,280
33	152,660
34	163,440

Level	XP Required
35	174,620
36	186,200
37	198,580
38	212,560
39	228,940
40	248,520
41	272,100
42	300,480
43	334,460
44	374,840
45	422,420
46	478,000
47	542,380
48	631,160
49	757,740
50	948,920

BP MEDALS

Every Raid map has a set of BP Medals. These are special hidden objects that can be found by searching the nooks and crannies of each level. To collect a BP medal, shoot it or move towards it and hit the activate button.

All of the BP locations have been marked on the maps in this chapter. Sometimes a location isn't obvious. If you are having trouble finding a medal, be sure to look at the ceiling, on the floor, and behind objects. The amount of BP you earn for each medal increases based on the recommended level of each stage.

Medal	Icon
Bronze	
Silver	
Gold	



MAPS

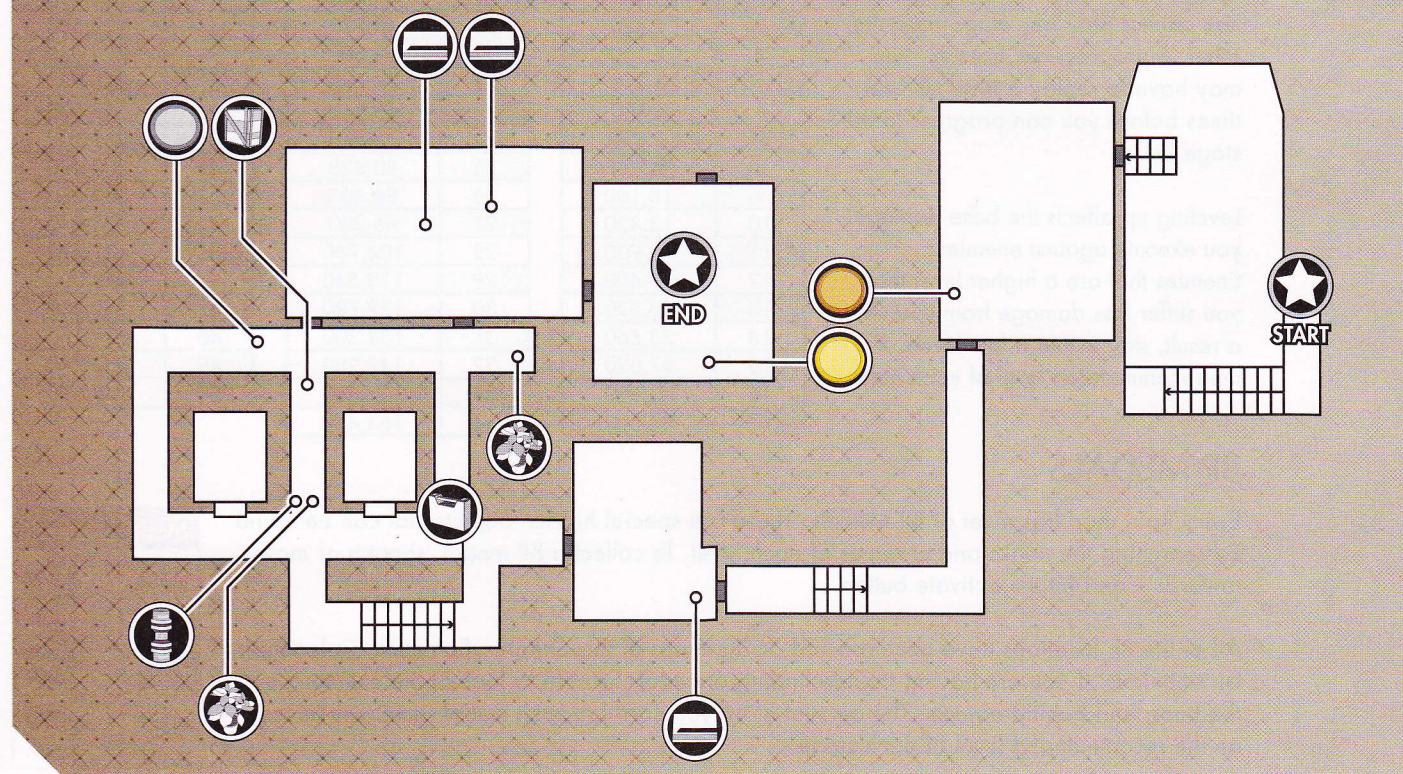
The maps in the game are all from the single-player campaign. They are repopulated with a variety of enemies, and the fights you engage on the maps are very different than the single-player counterparts.

Each stage has three difficulty levels: Chasm, Trench, and Abyss. You start the mode with all Chasm levels unlocked (provided you've already beat the main campaign once). To unlock Trench, you must beat all of the Chasm levels. To unlock Abyss, you must beat all Trench levels.

◀ ● **STAGE 1: CREW QUARTERS AREA 1**

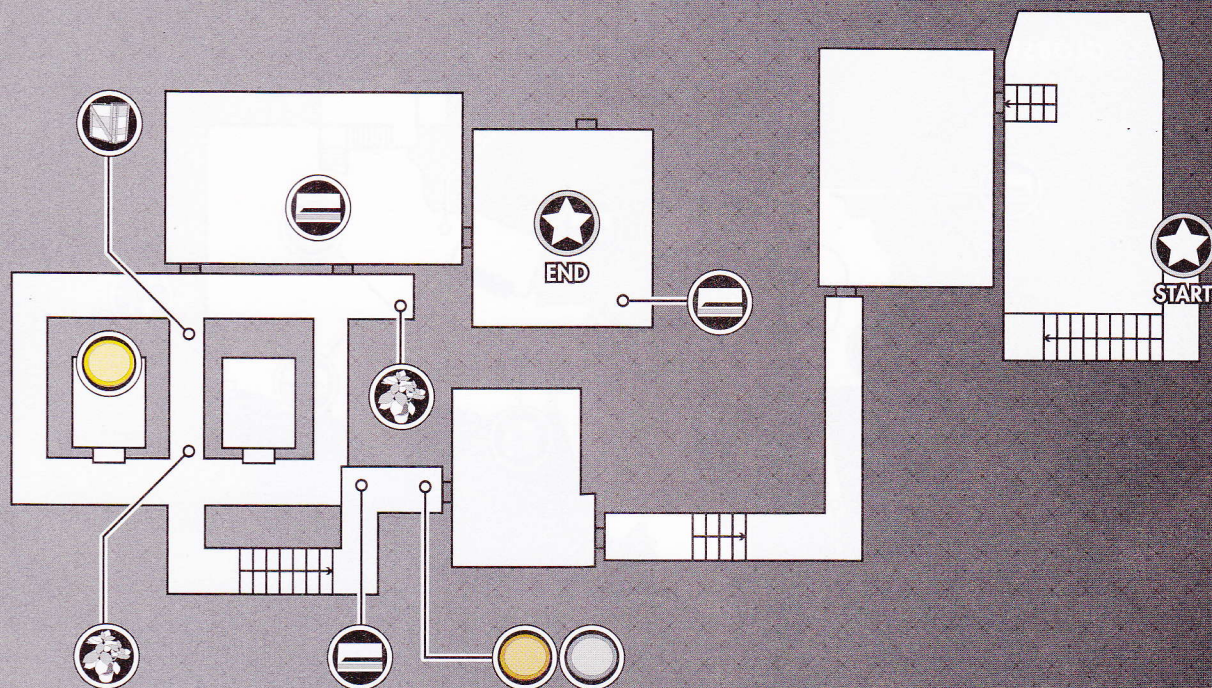
CHASM — RECOMMENDED LEVEL: 1

MONSTERS: REGULAR OOZE, PINCER OOZE, SHOOTER OOZE



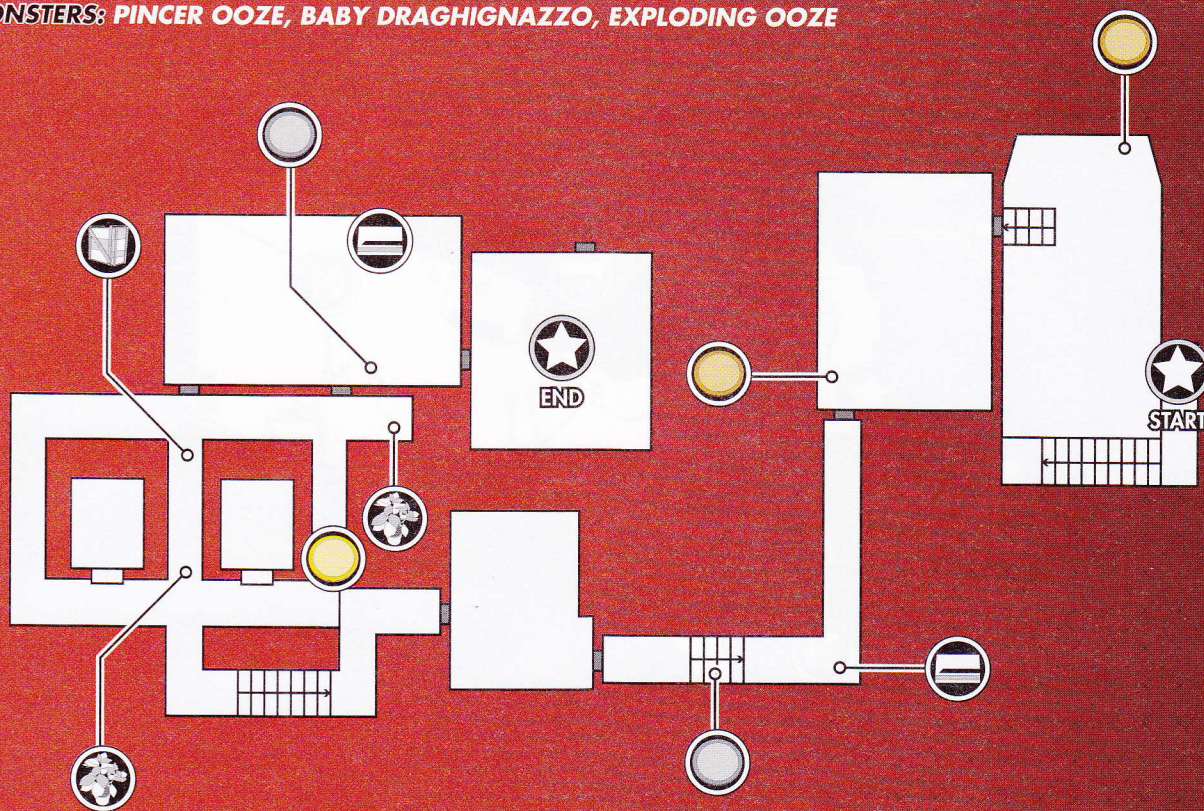
TRENCH — RECOMMENDED LEVEL: 16

MONSTERS: REGULAR OOZE, PINCER OOZE, SHOOTER OOZE, WALL BLISTER



ABYSS — RECOMMENDED LEVEL: 32

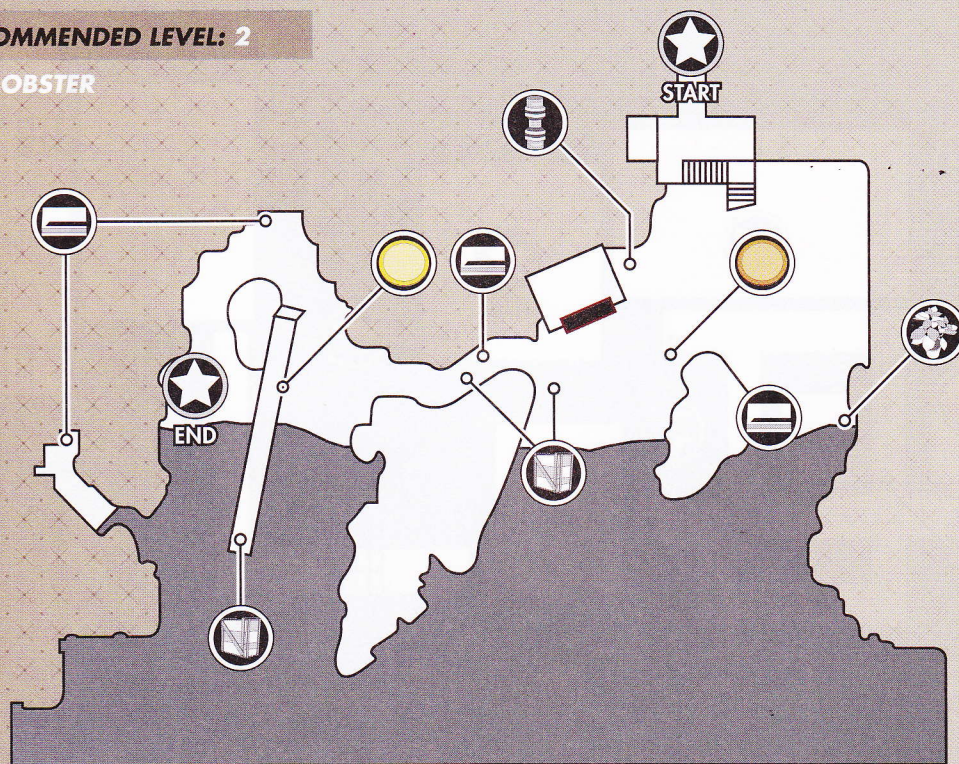
MONSTERS: PINCER OOZE, BABY DRAGHIGNAZZO, EXPLODING OOZE



◀ **STAGE 2: BEACH**

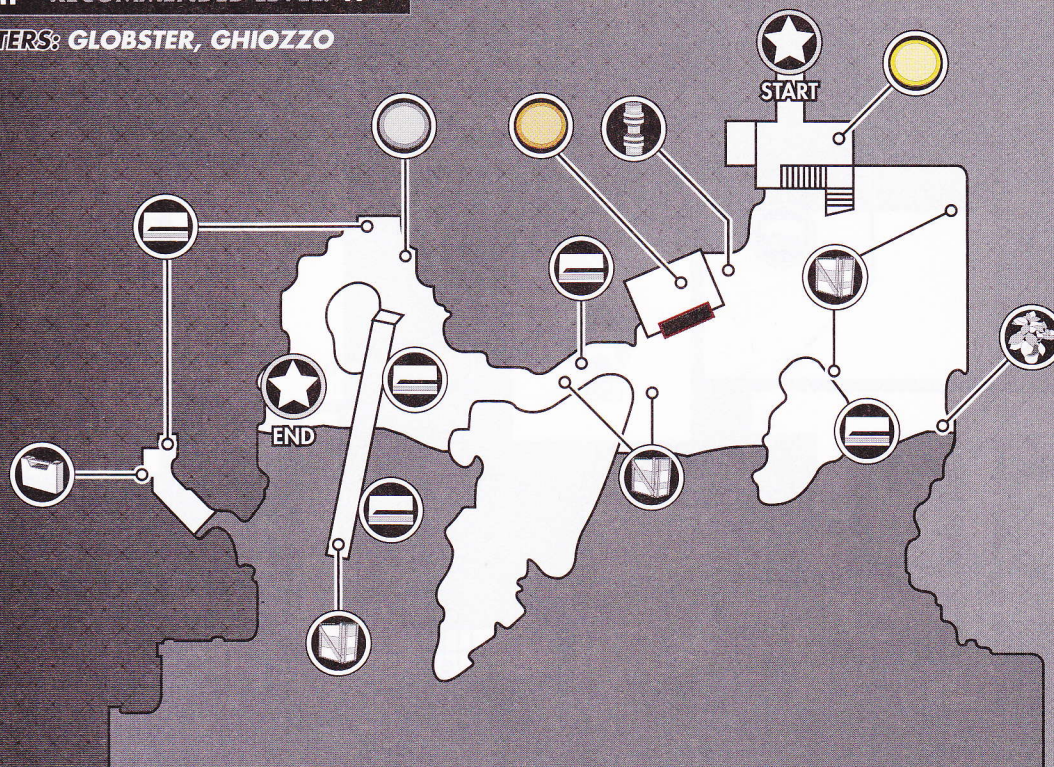
CHASM — RECOMMENDED LEVEL: 2

MONSTERS: GLOBSTER



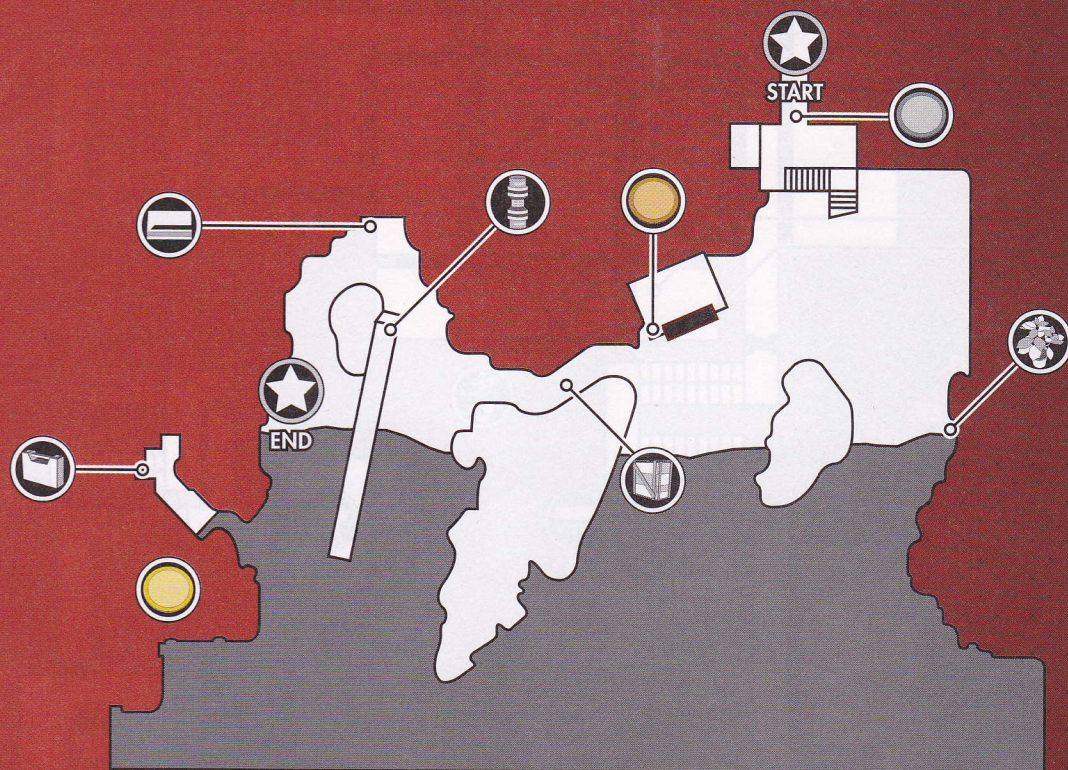
TRENCH — RECOMMENDED LEVEL: 17

MONSTERS: GLOBSTER, GHIOZZO

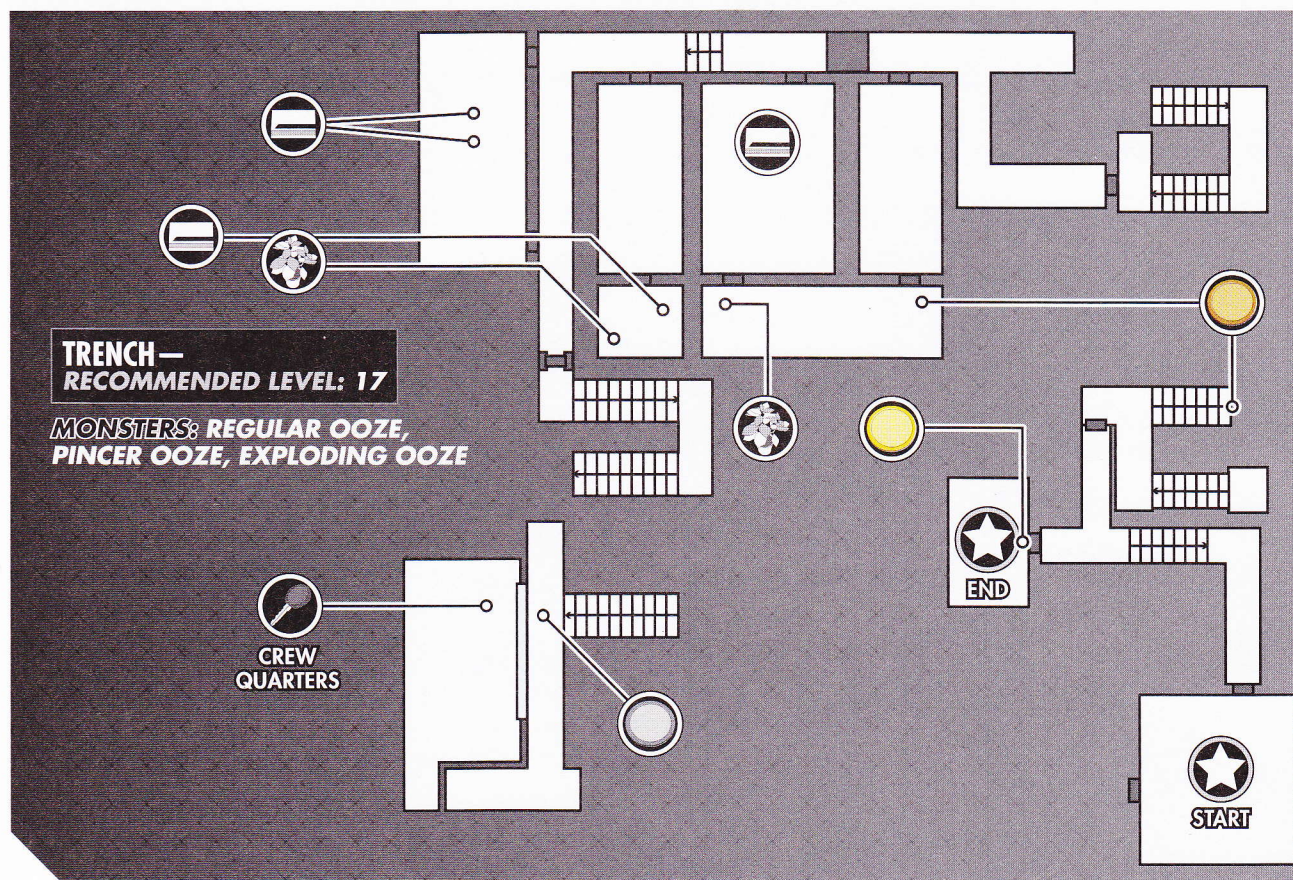
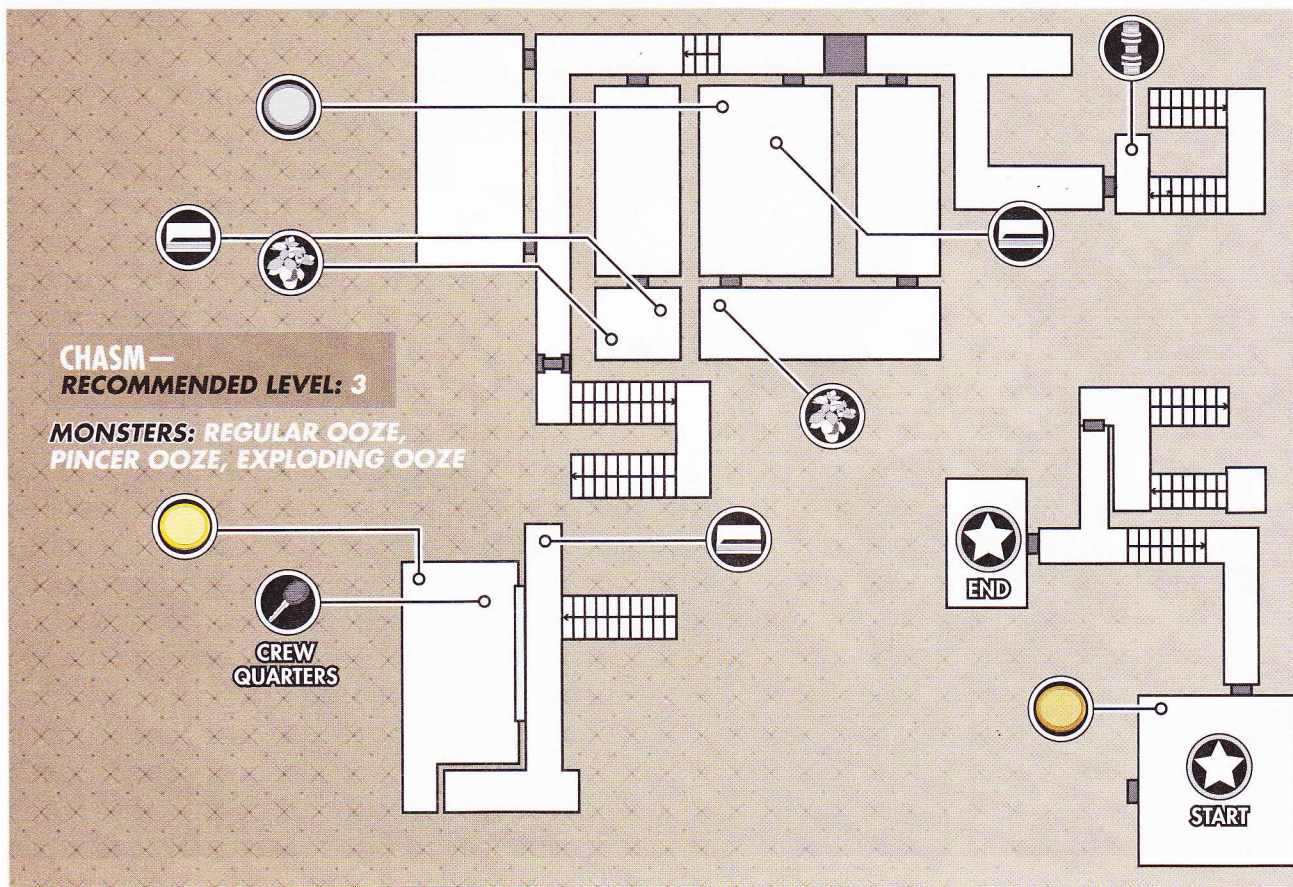


ABYSS — RECOMMENDED LEVEL: 33

MONSTERS: SCAGDEAD, HUNTER, SCARMIGLIONE



◀ STAGE 3: CREW QUARTERS AREA 2



ABYSS —
RECOMMENDED LEVEL: 34

MONSTERS: REGULAR OOZE,
Pincer Ooze, Shooter
Ooze, Exploding Ooze

CREW
QUARTERS

END

START

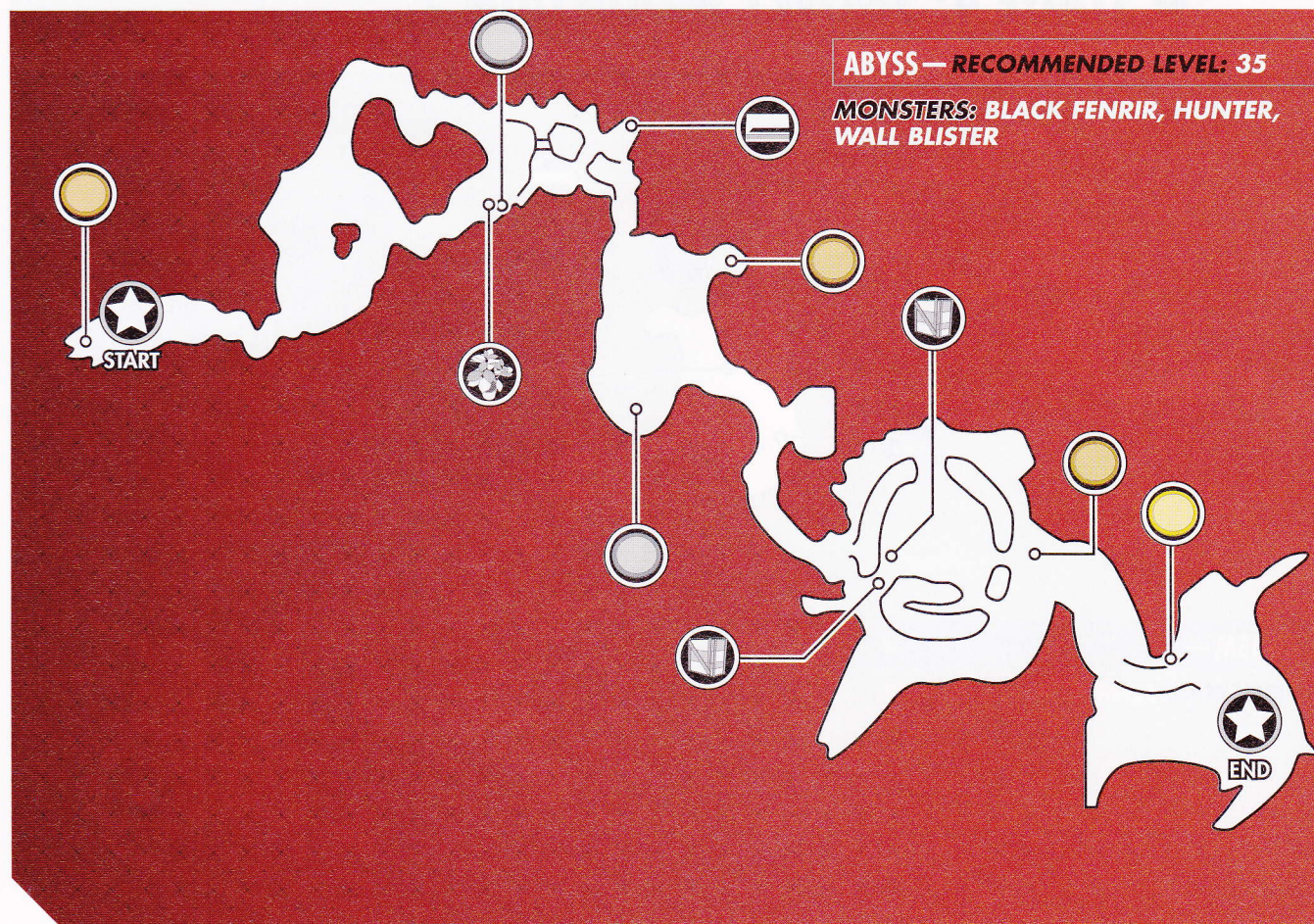
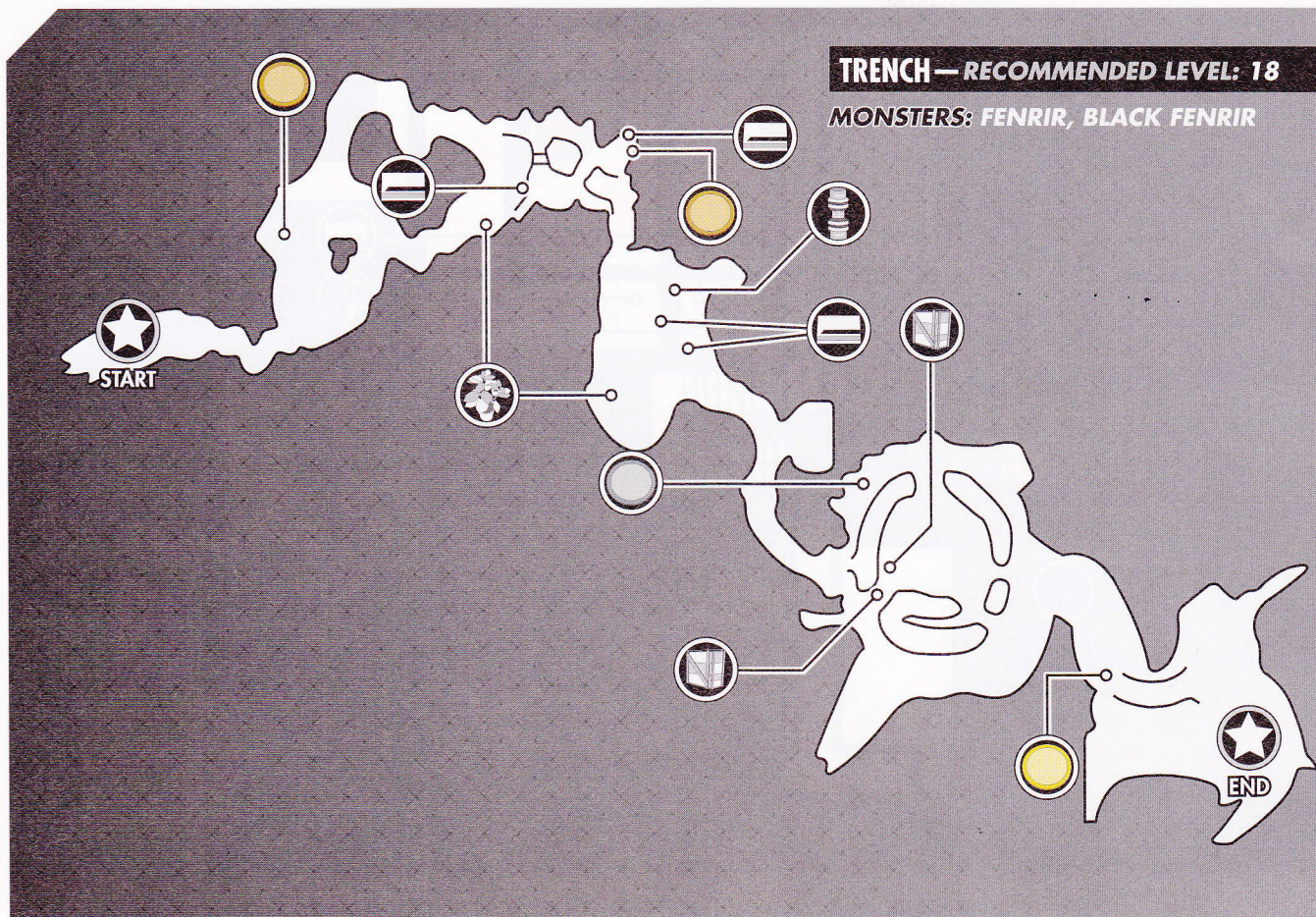
◀ STAGE 4: SNOWY MOUNTAIN 1

START

CHASM — RECOMMENDED LEVEL: 4

MONSTERS: FENRIR, BLACK FENRIR

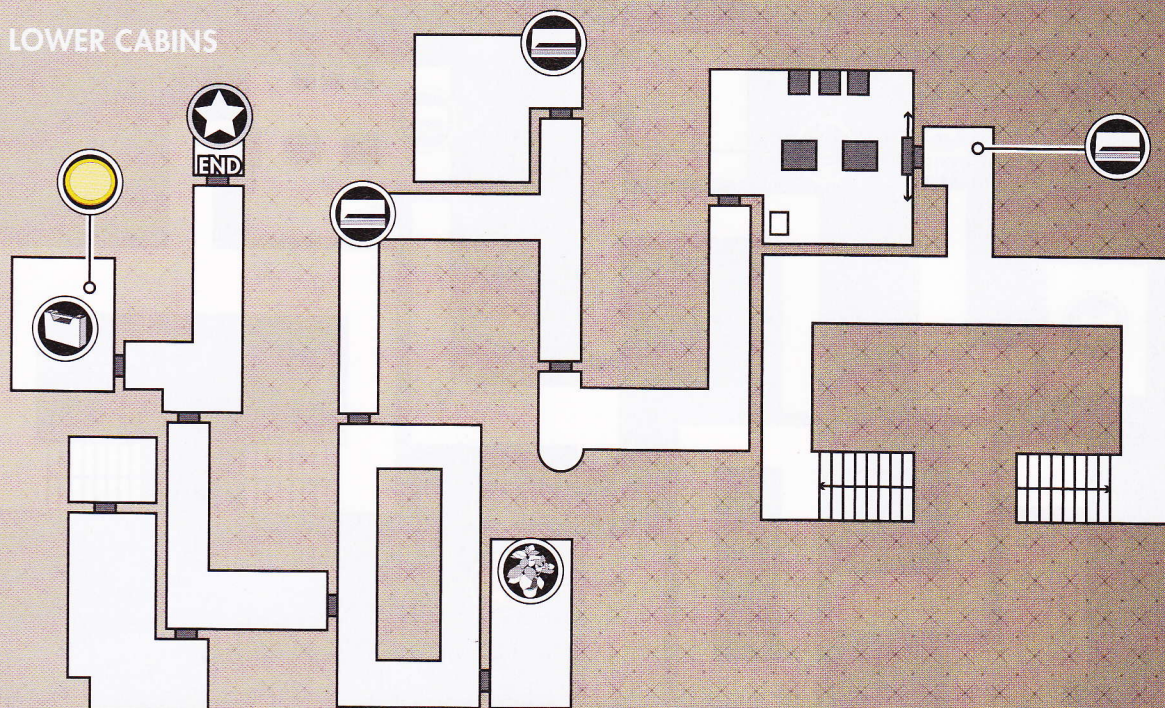
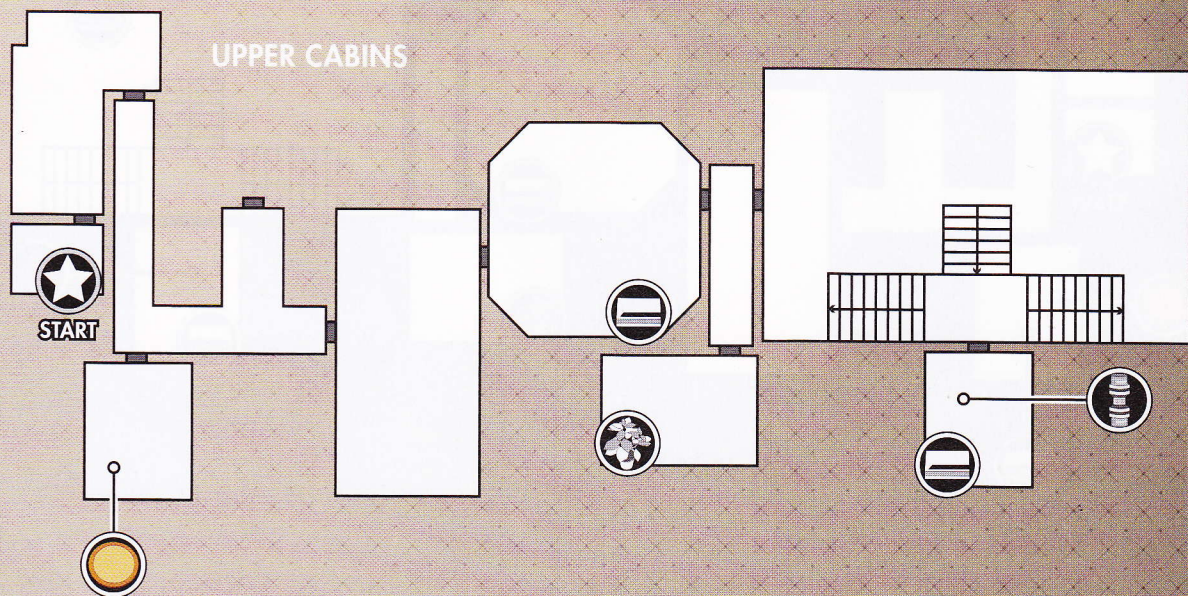
END



◀ **STAGE 5: GUEST CABIN**

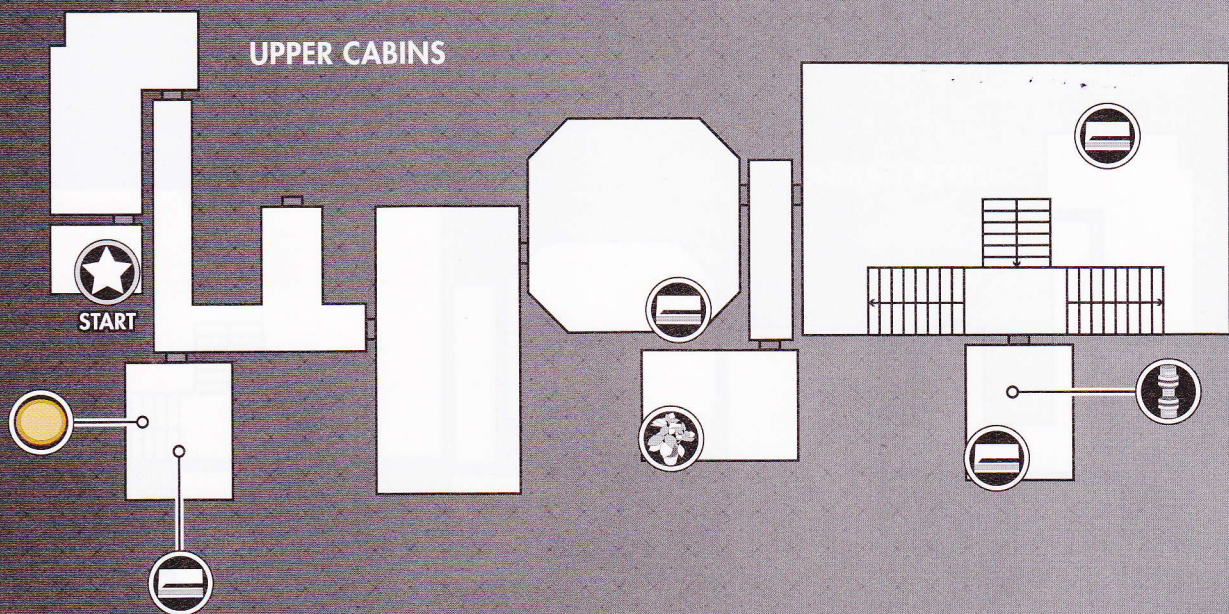
CHASM — RECOMMENDED LEVEL: 5

MONSTERS: REGULAR OOZE, Pincer Ooze

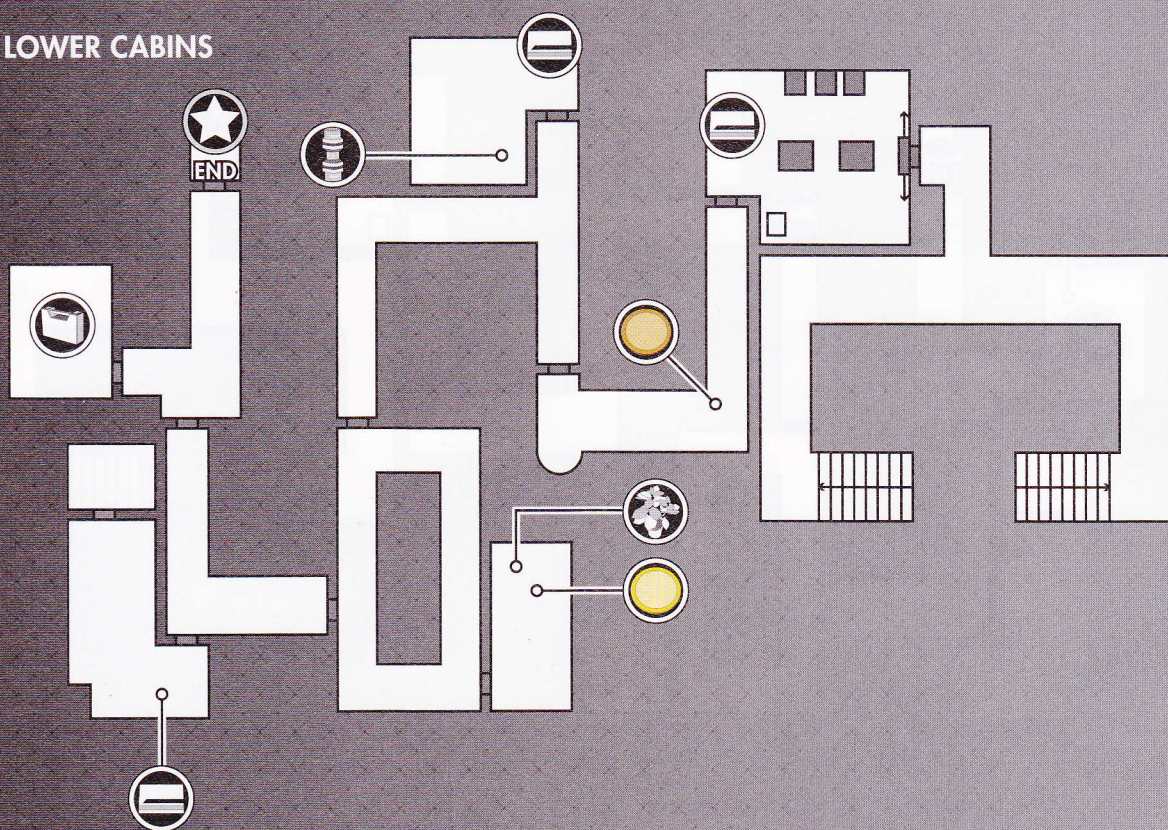


TRENCH — RECOMMENDED LEVEL: 19

MONSTERS: REGULAR OOZE, PINCHER OOZE, WALL BLISTER

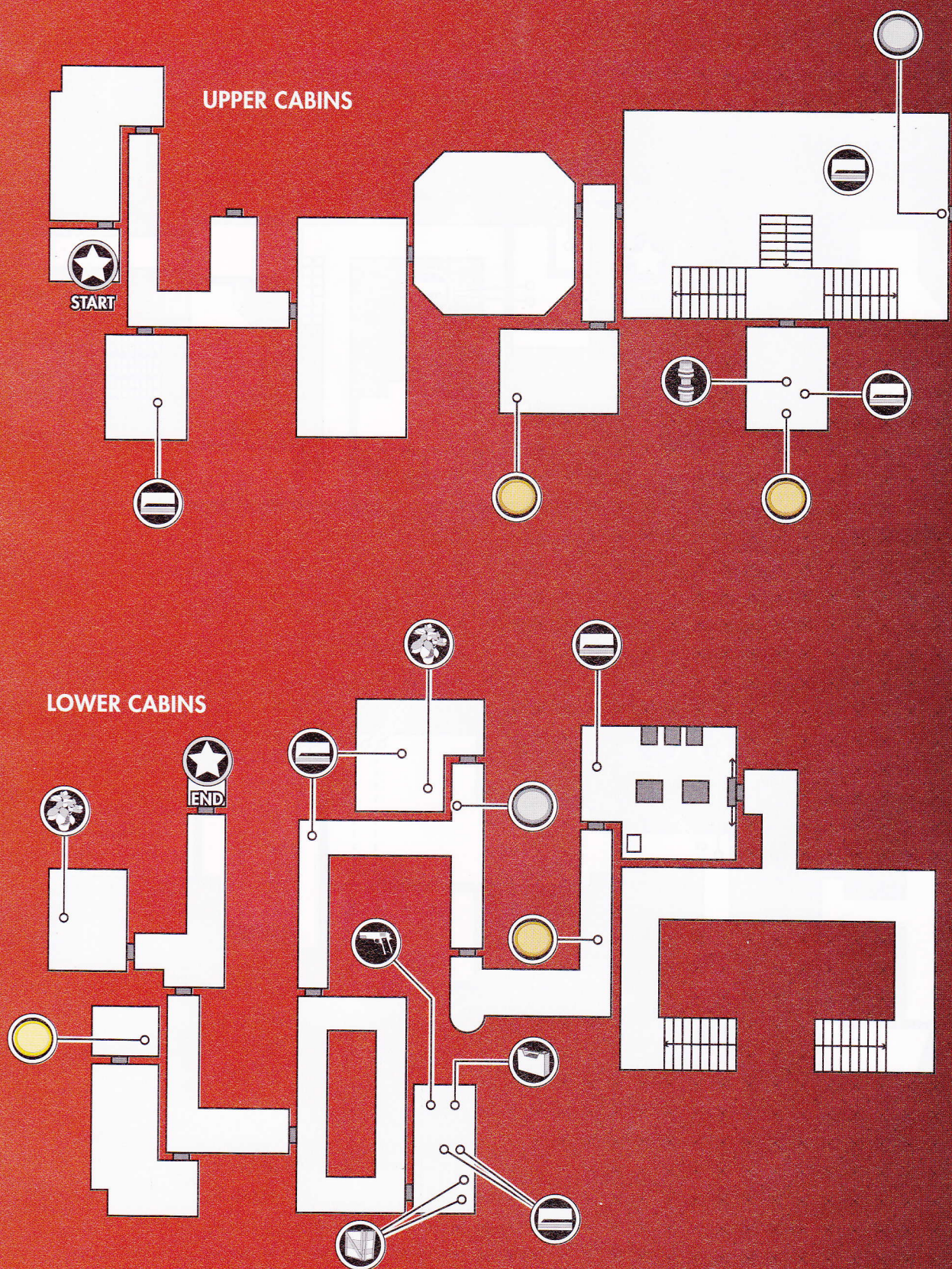


LOWER CABINS



ABYSS — RECOMMENDED LEVEL: 35

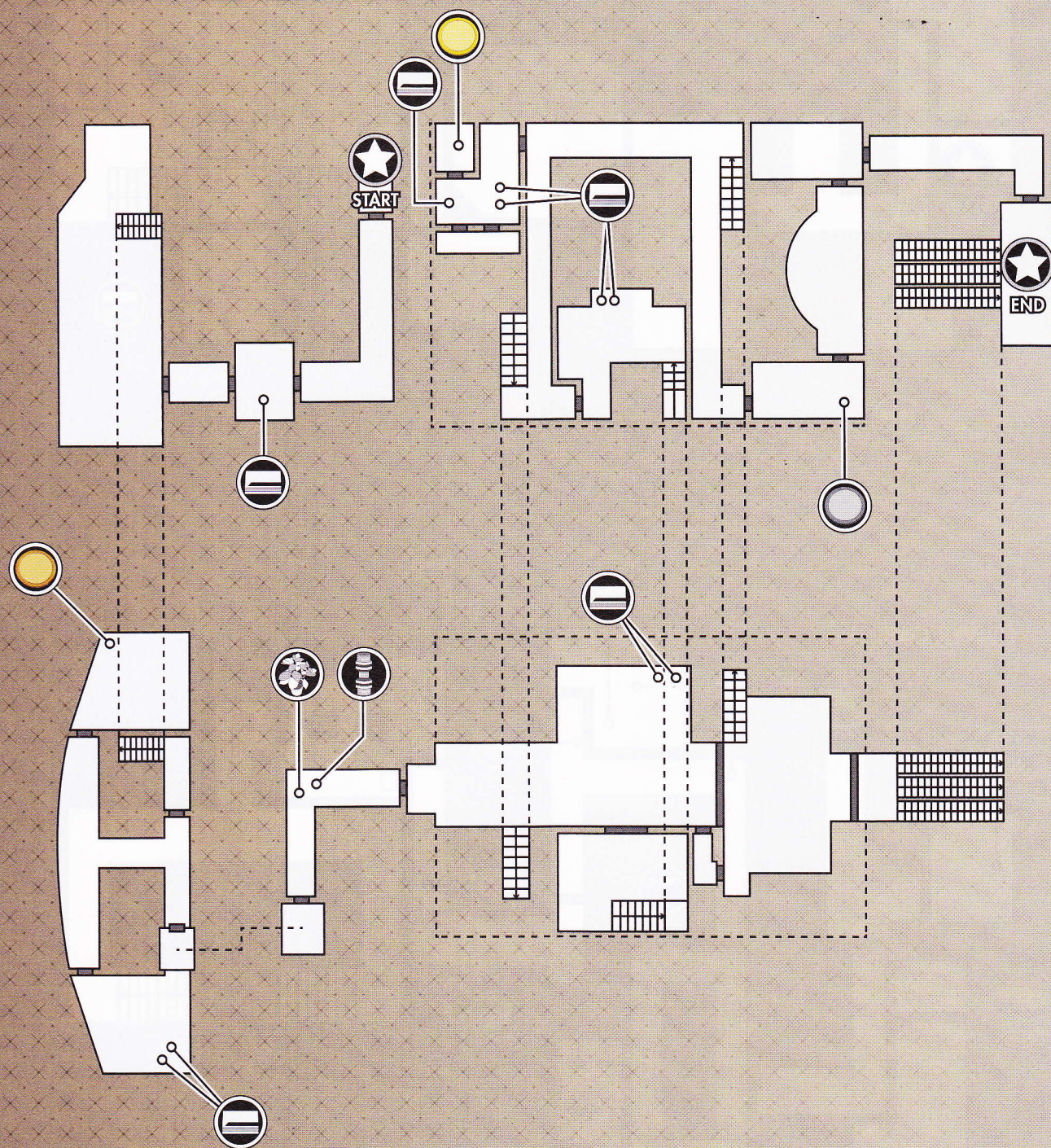
MONSTERS: FARFARELLLO, SCARMIGLIONE, GHIOZZO



◀ **STAGE 6: PROMENADE DECK**

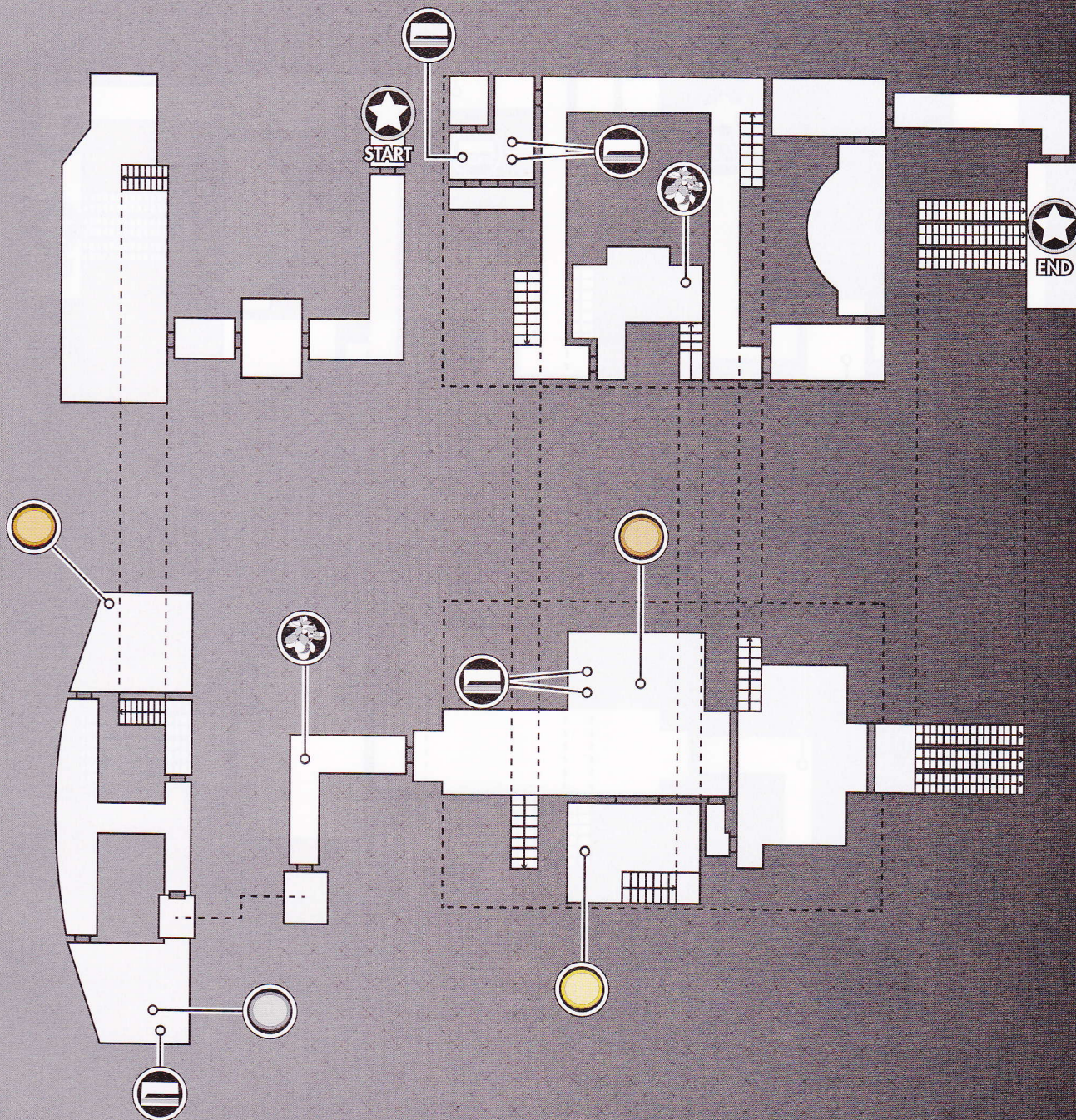
CHASM — **RECOMMENDED LEVEL: 6**

MONSTERS: REGULAR OOZE, PINCER OOZE, SHOOTER OOZE, EXPLODING OOZE, SCAGDEAD B



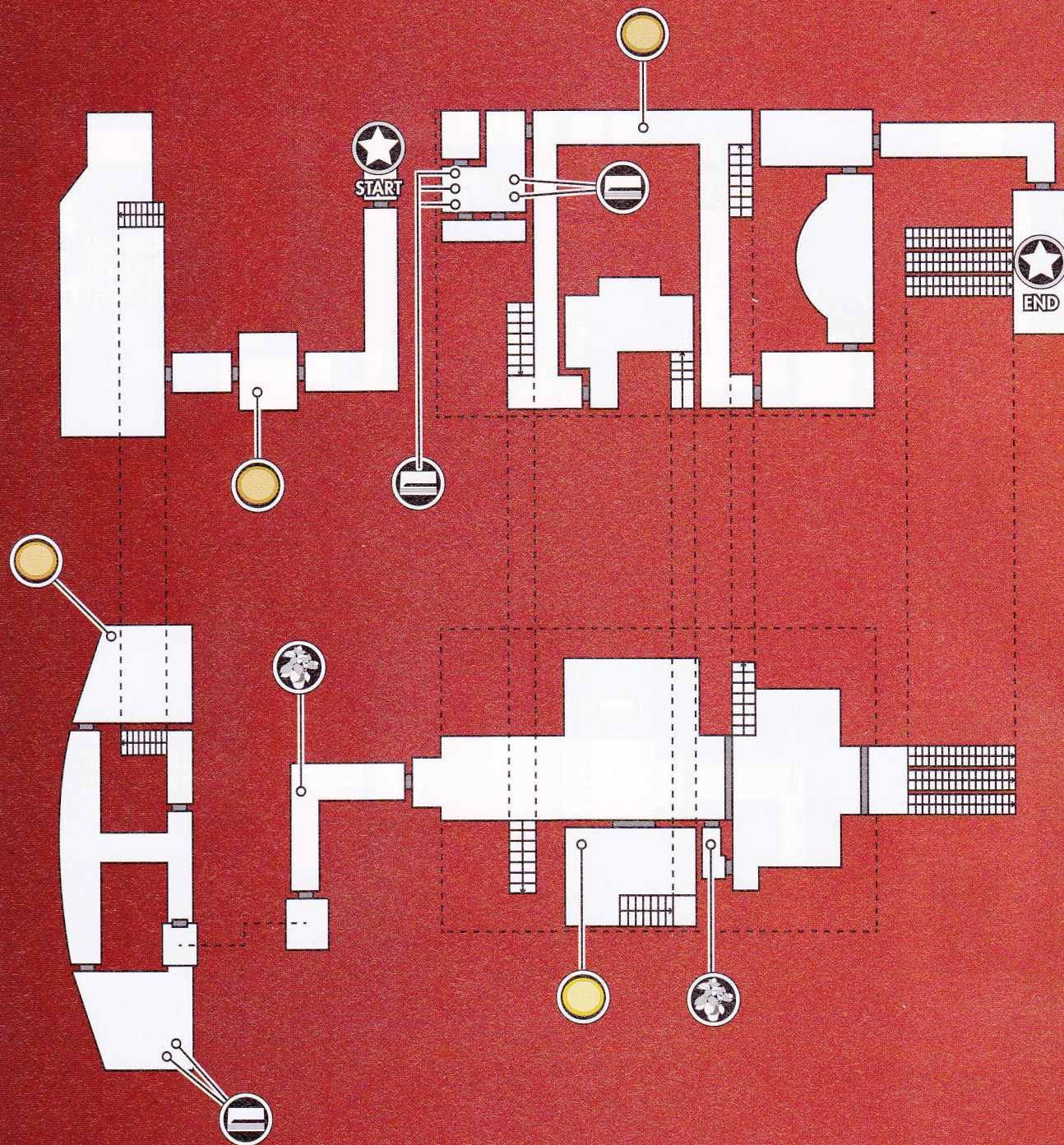
TRENCH — RECOMMENDED LEVEL: 20

MONSTERS: REGULAR OOZE, PINCER OOZE, SHOOTER OOZE, EXPLODING OOZE, SCAGDEAD B

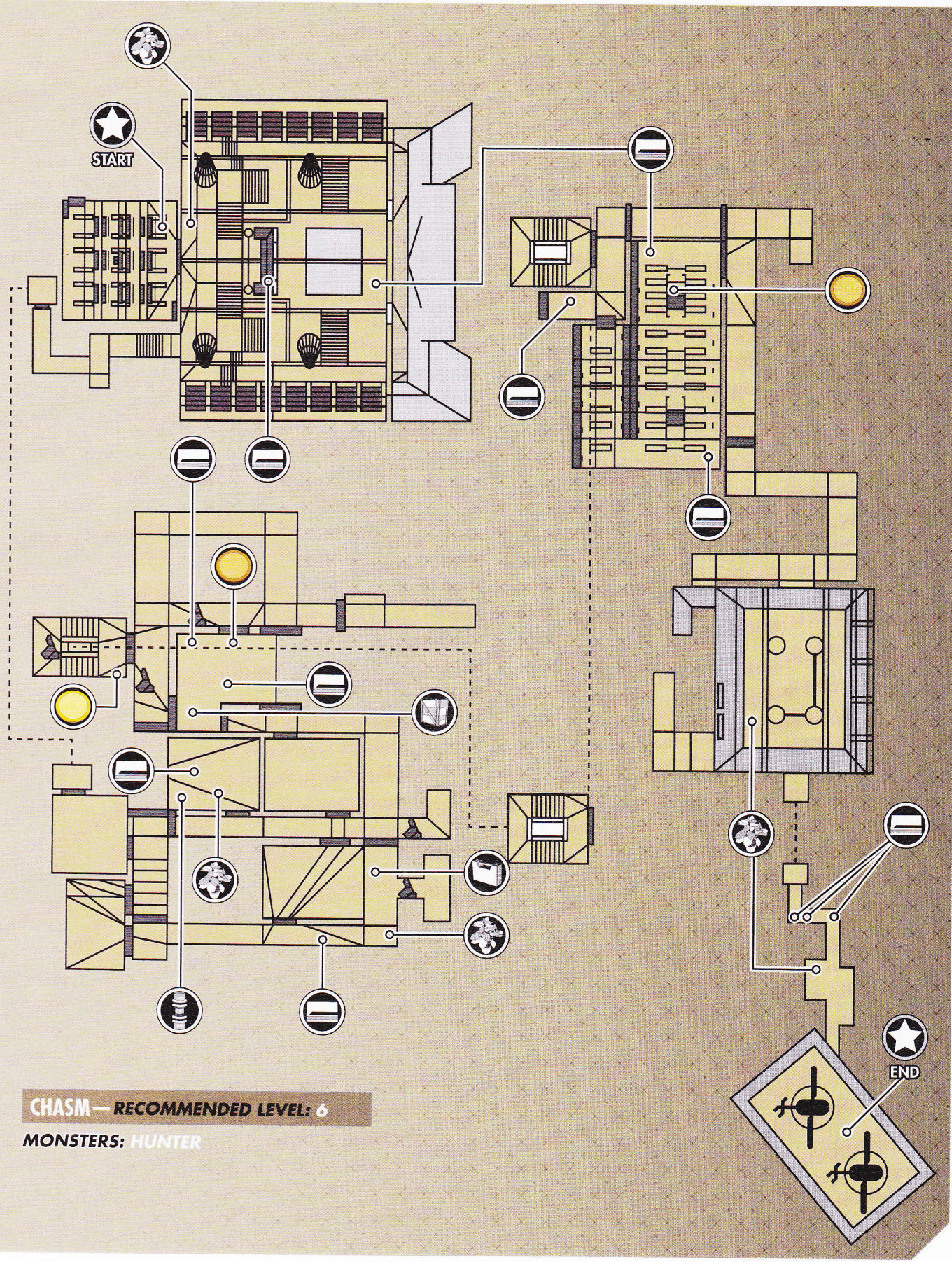


ABYSS — RECOMMENDED LEVEL: 36

MONSTERS: REGULAR OOZE, PINCER OOZE, EXPLODING OOZE, SCARMIGLIONE, SCAGDEAD B, BABY DRAGHIGNAZZO



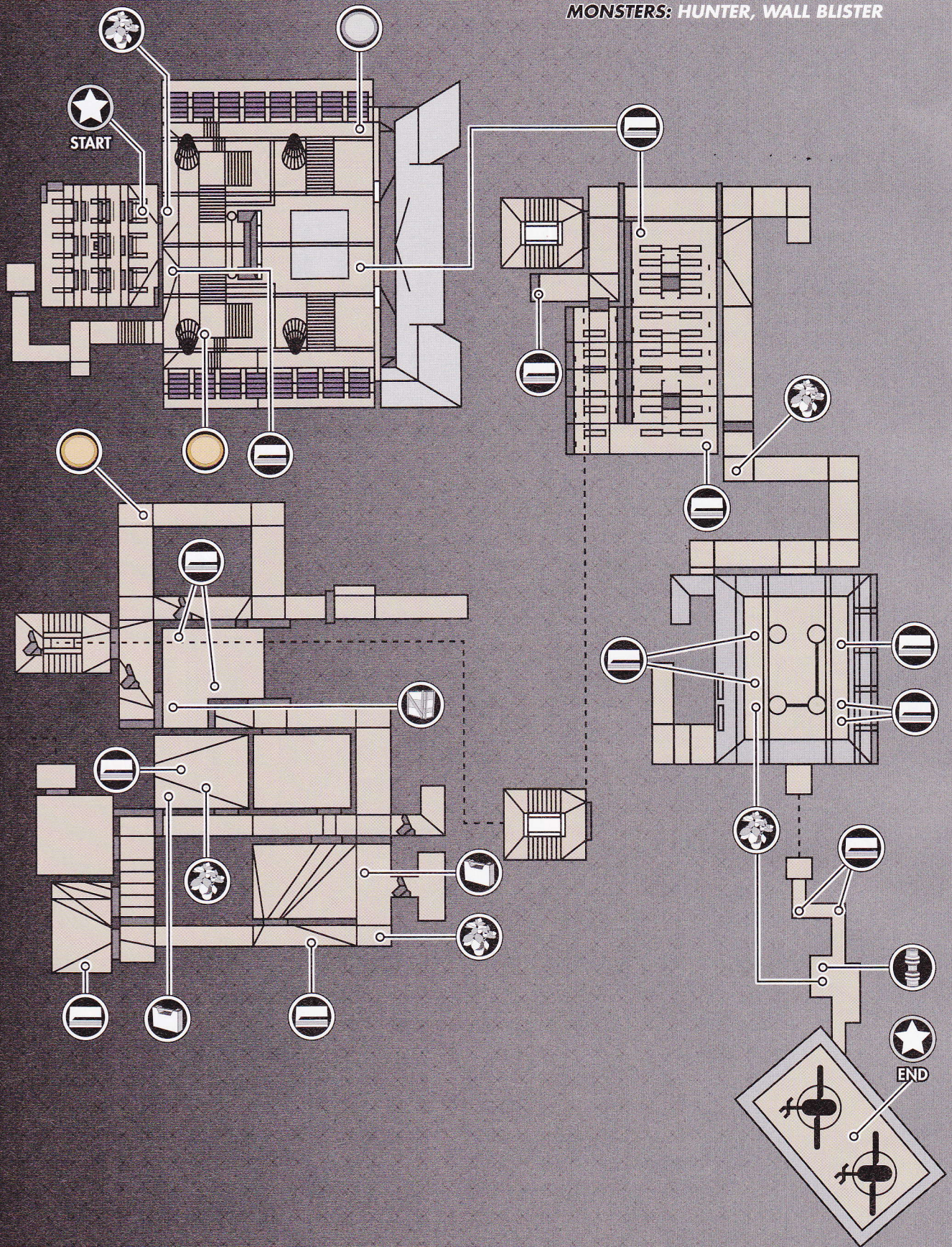
◀ **STAGE 7: TERRAGRIGIA 1**



CHASM — RECOMMENDED LEVEL: 6
MONSTERS: HUNTER

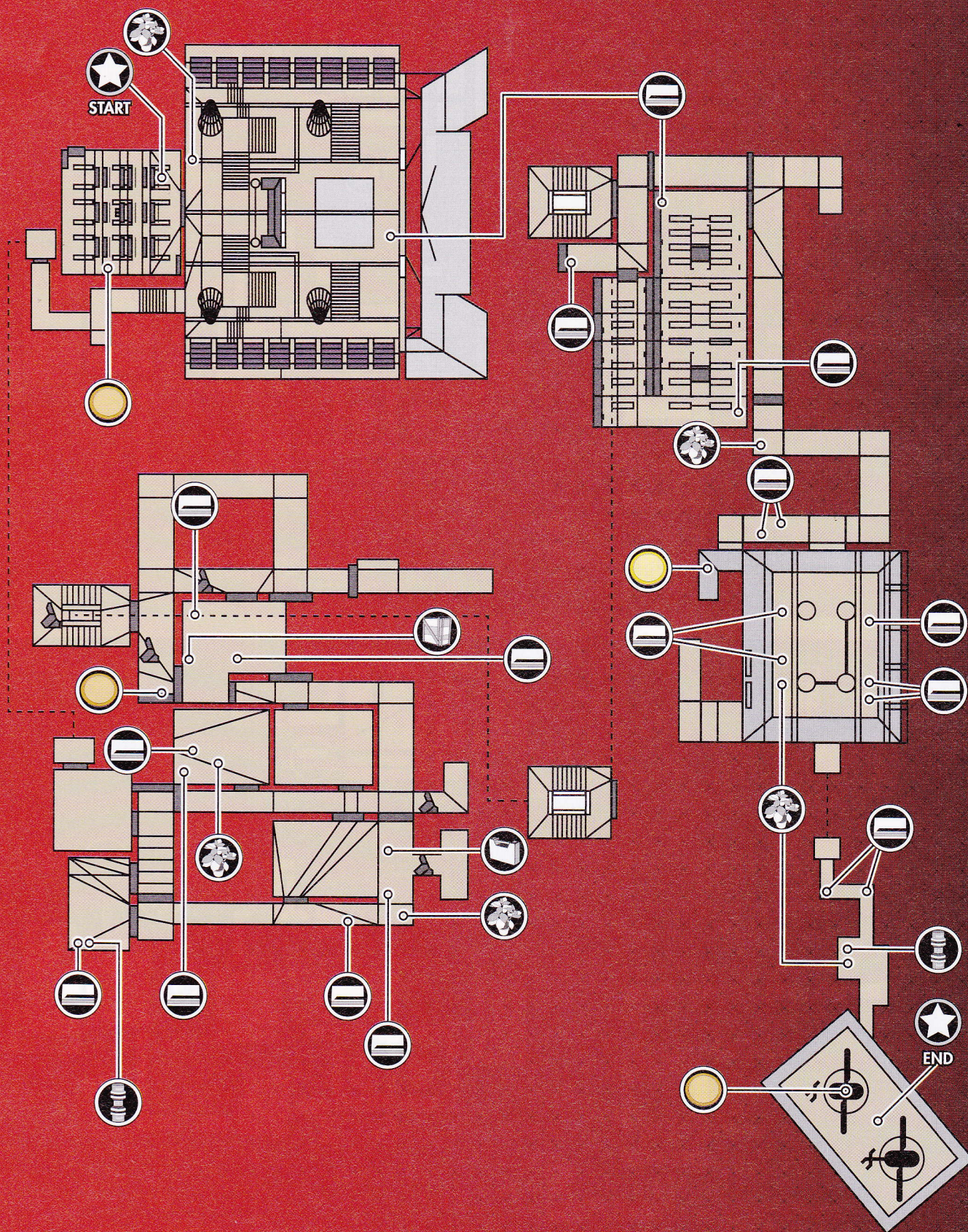
TRENCH — RECOMMENDED LEVEL: 21

MONSTERS: HUNTER, WALL BLISTER

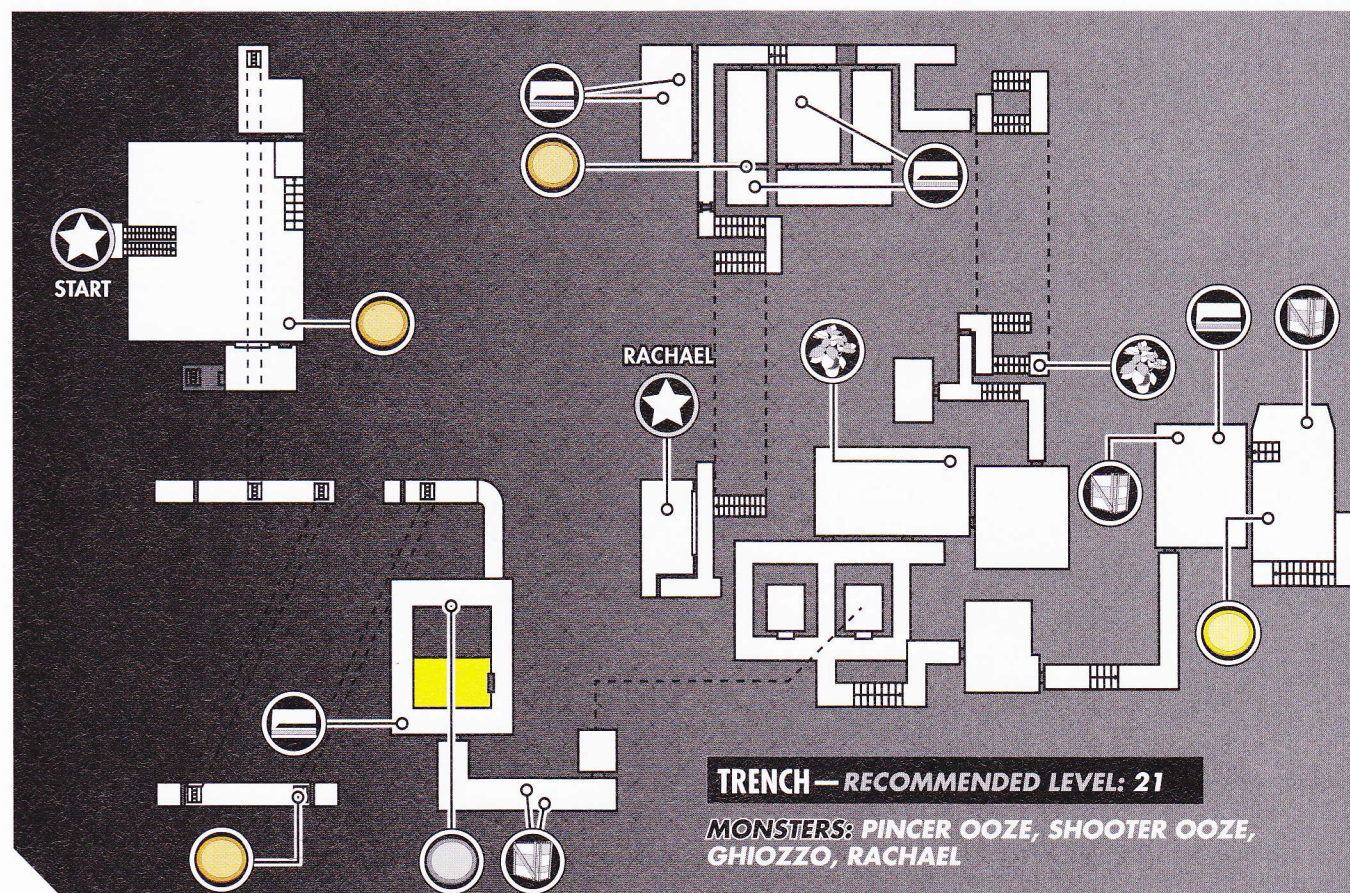
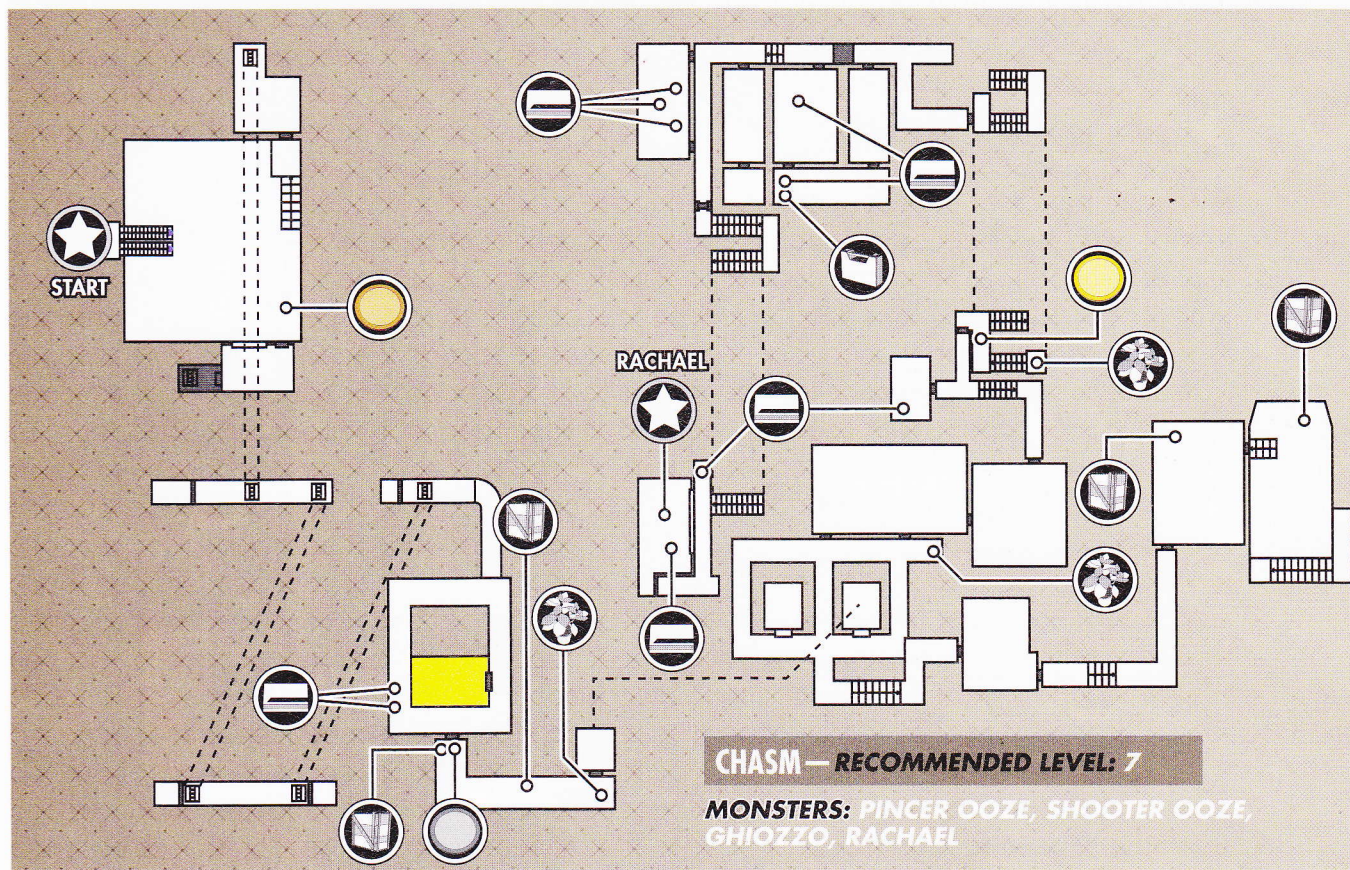


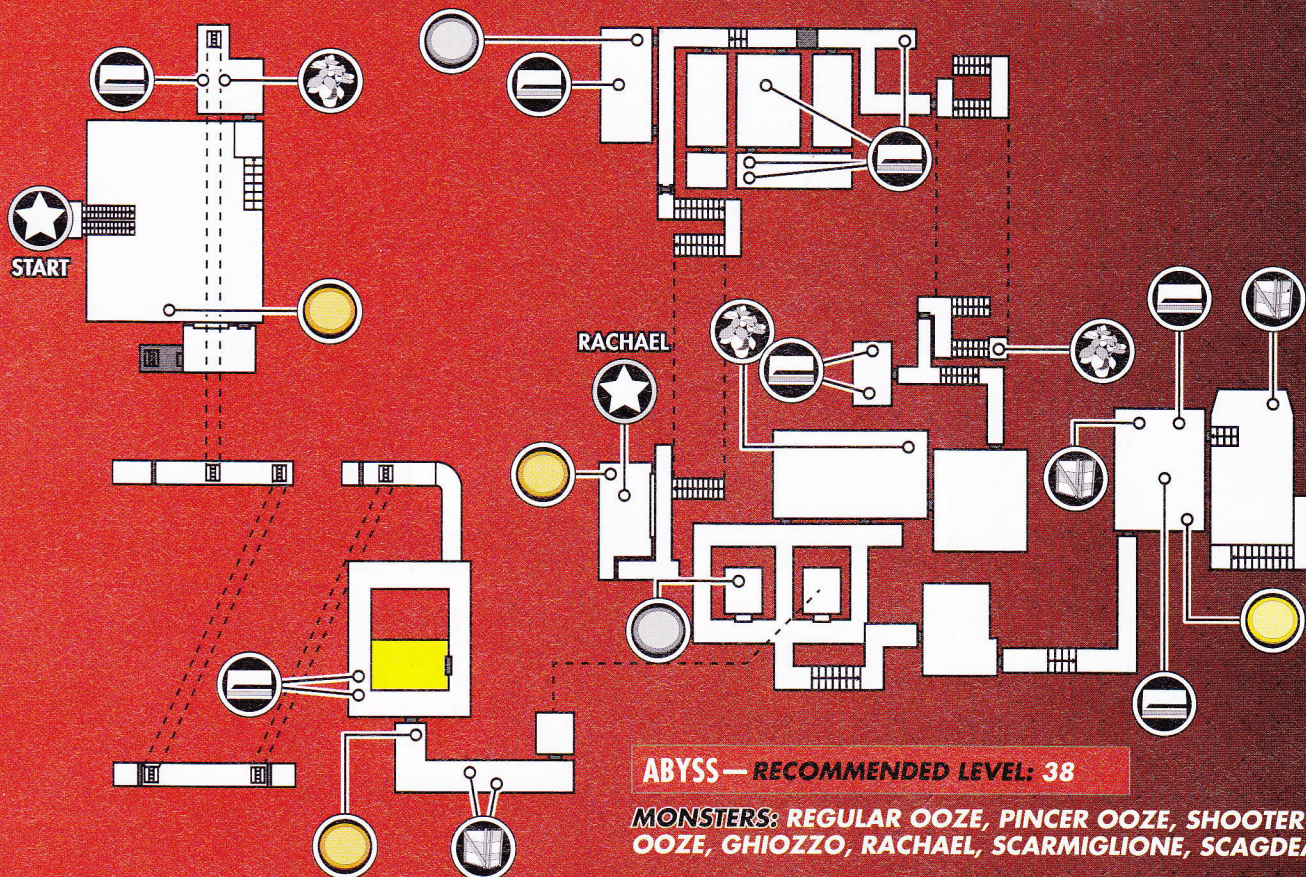
ABYSS—RECOMMENDED LEVEL: 37

MONSTERS: HUNTER, FARFARELLO, SCARMIGLIONE



◀ **STAGE 8: CREW QUARTERS 3**

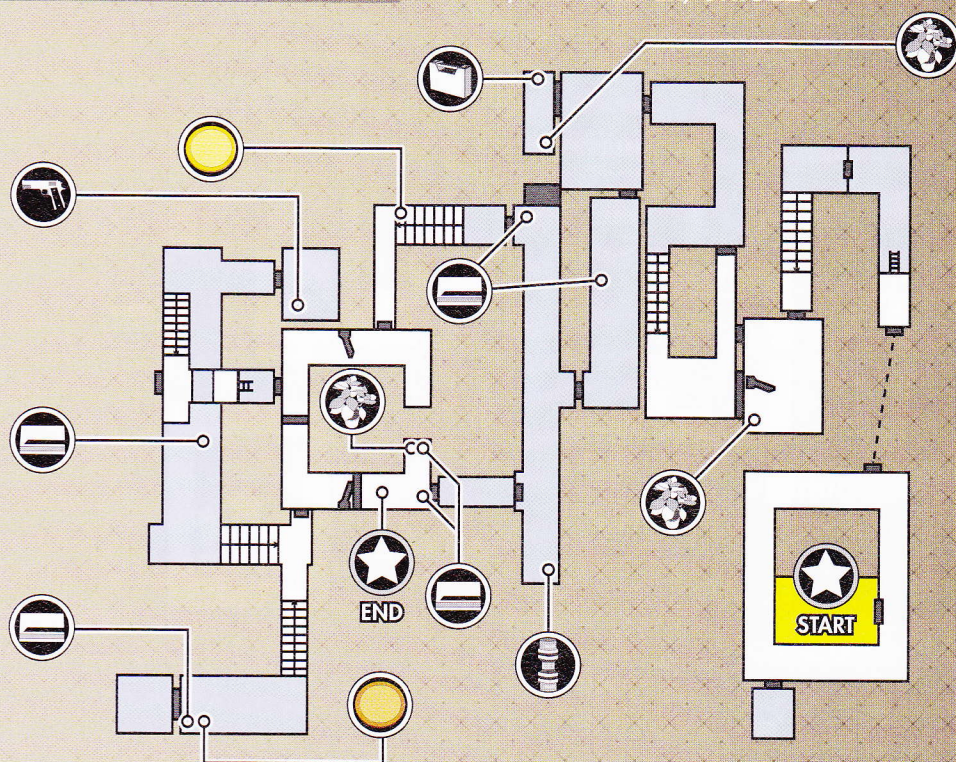




◀ **STAGE 9: BILGE BLOCK**

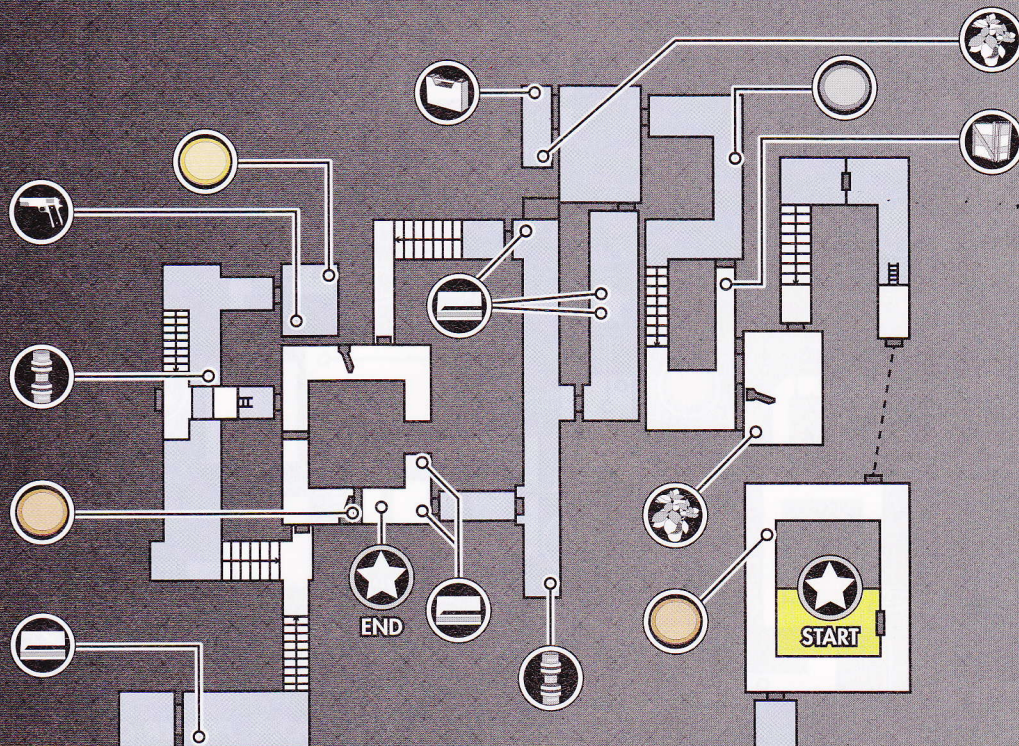
CHASM — RECOMMENDED LEVEL: 8

MONSTERS: REGULAR OOZE, PINCER OOZE, SEA CREEPER, GHIOZZO



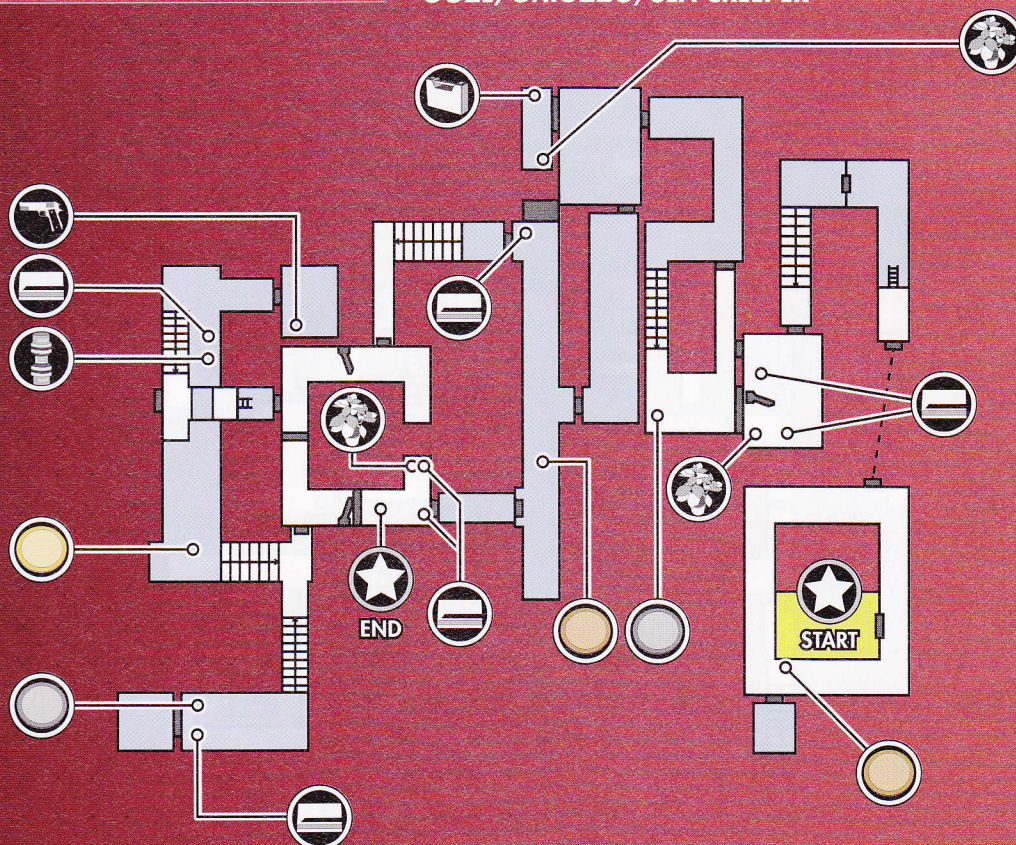
TRENCH — RECOMMENDED LEVEL: 22

**MONSTERS: REGULAR OOZE, PINCER
OOZE, SEA CREEPER, GHIOZZO**



ABYSS — RECOMMENDED LEVEL: 39

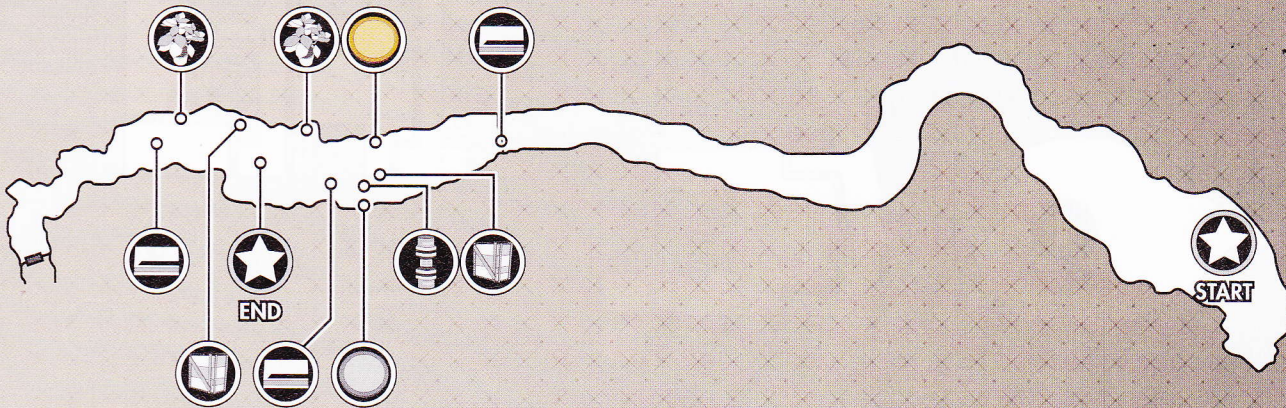
**MONSTERS: HUNTER, SHOOTER
OOZE, GHIOZZO, SEA CREEPER**



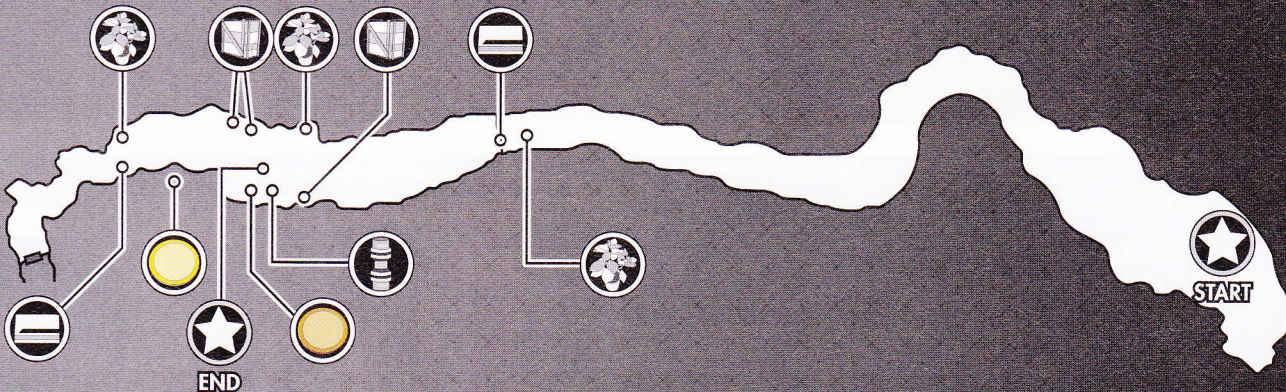
● STAGE 10: SNOWY MOUNTAIN 2

CHASM — RECOMMENDED LEVEL: 9

MONSTERS: FENRIR, BLACK FENRIR, FARFARELLO

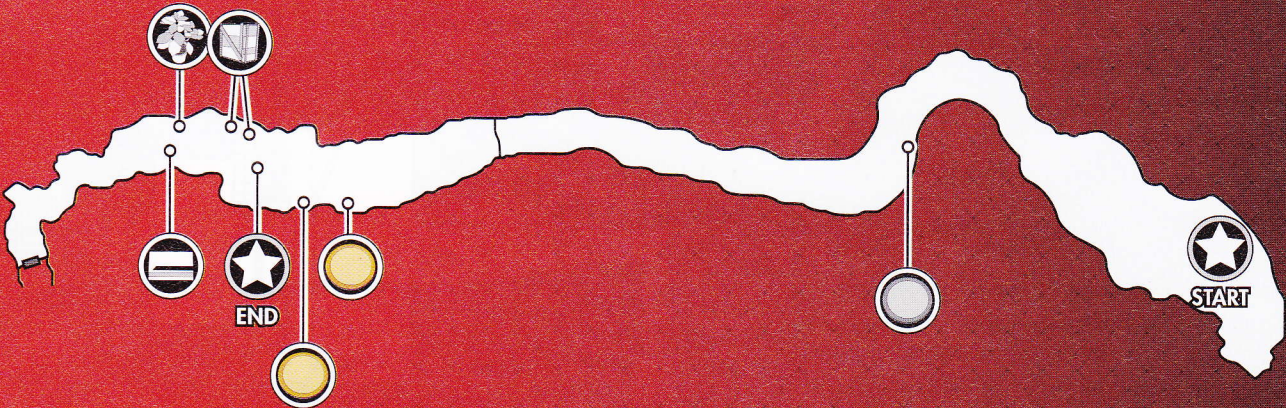


TRENCH — RECOMMENDED LEVEL: 23

MONSTERS: FENRIR, FARFARELLO, SCARMIGLIONE

ABYSS—RECOMMENDED LEVEL: 40

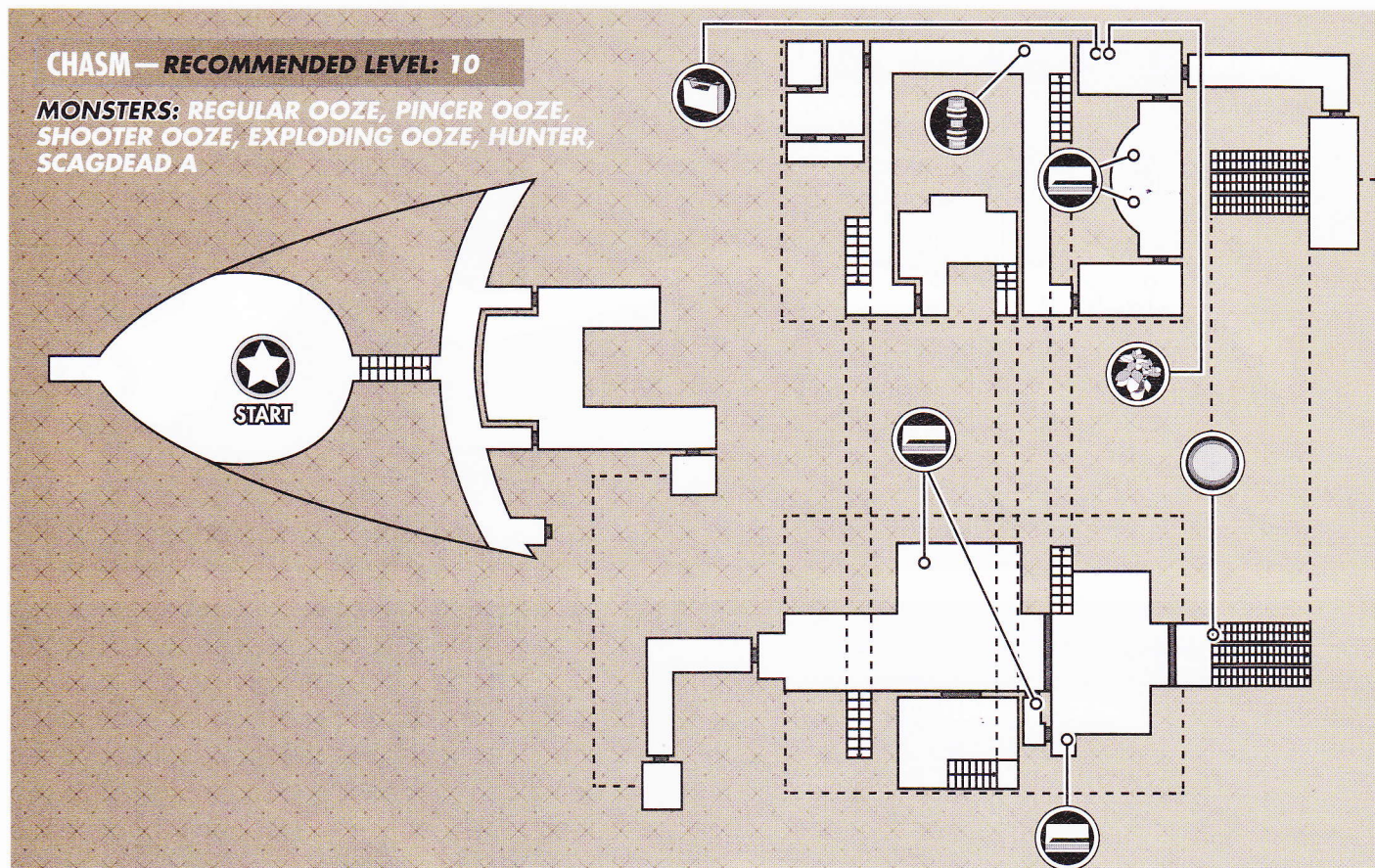
MONSTERS: BLACK FENRIR, HUNTER, DRAGHIGNAZZO



◀ **STAGE 11: SEMIRAMIS**

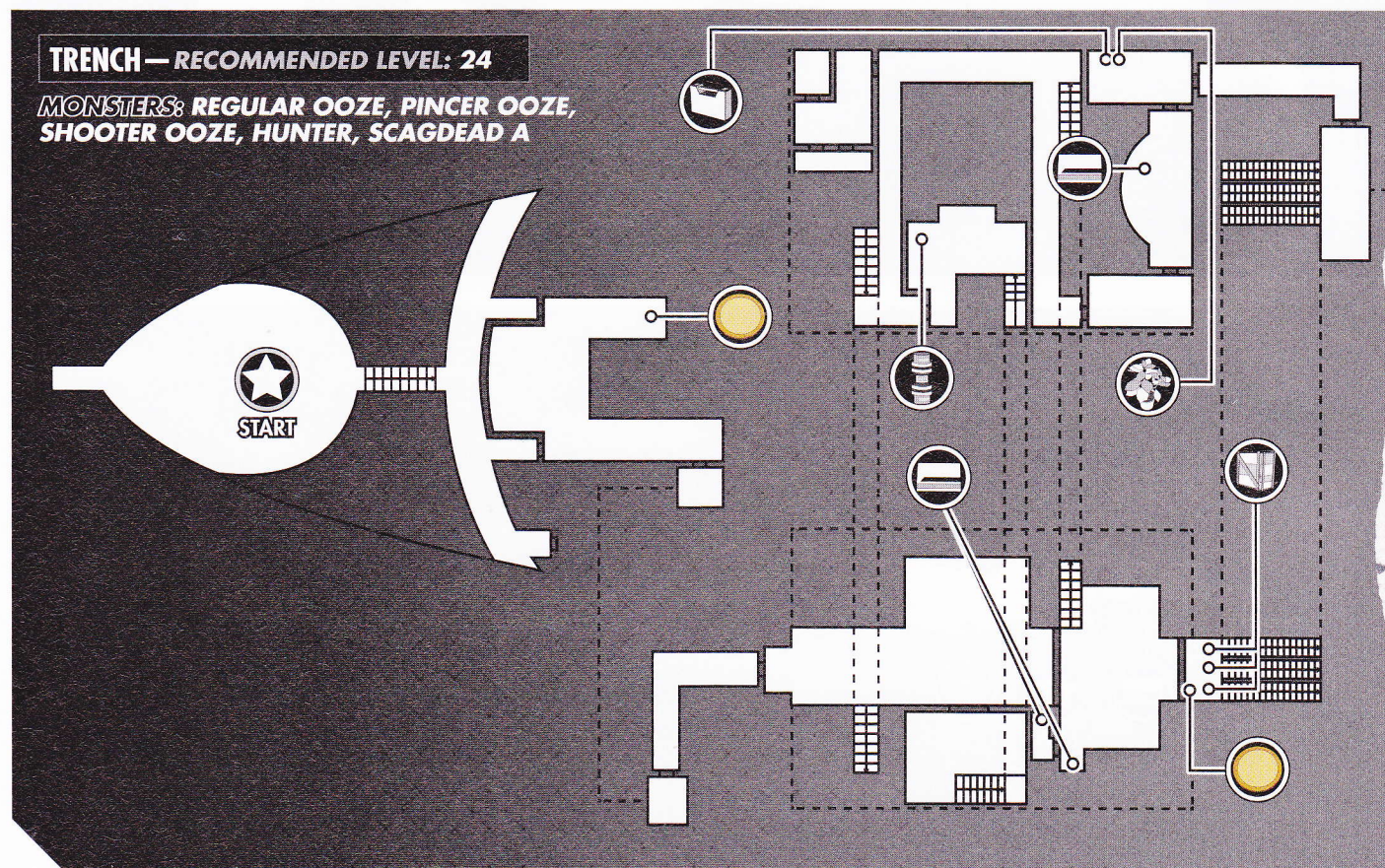
CHASM — RECOMMENDED LEVEL: 10

MONSTERS: REGULAR OOZE, PINCHER OOZE, SHOOTER OOZE, EXPLODING OOZE, HUNTER, SCAGDEAD A



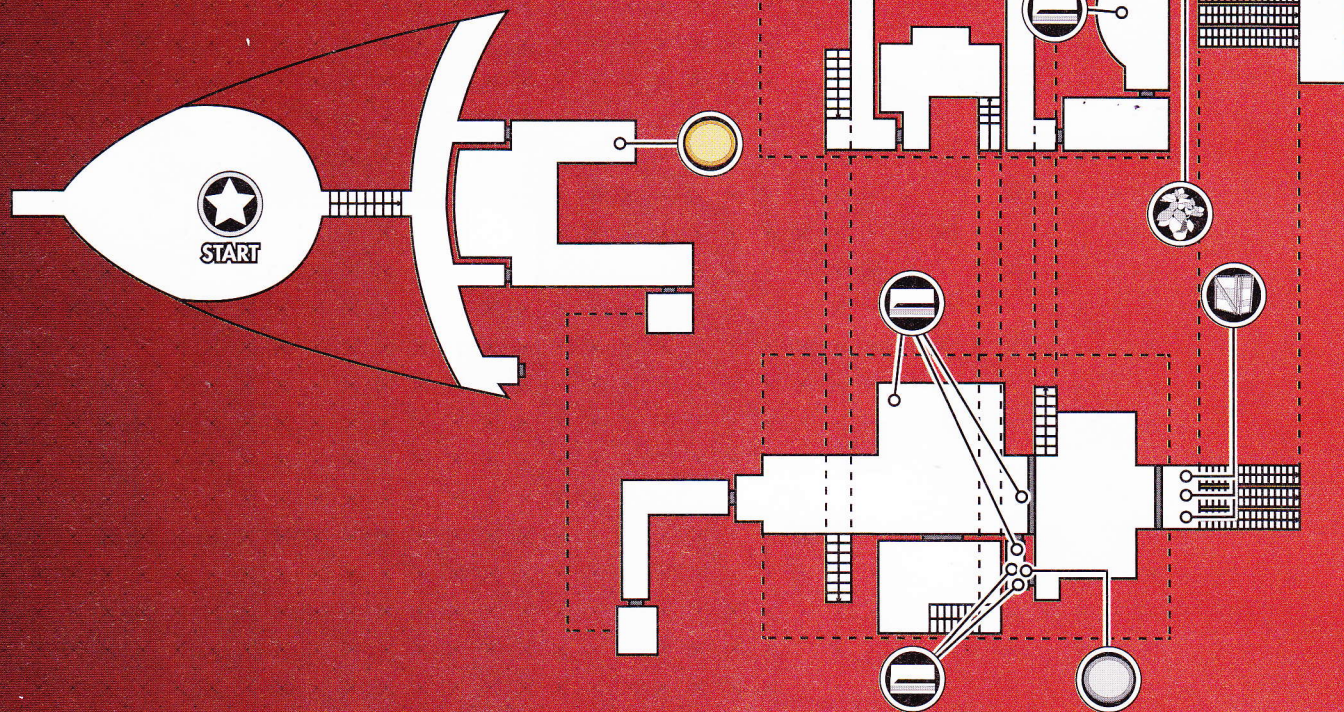
TRENCH — RECOMMENDED LEVEL: 24

MONSTERS: REGULAR OOZE, PINCHER OOZE, SHOOTER OOZE, HUNTER, SCAGDEAD A



ABYSS — RECOMMENDED LEVEL: 40

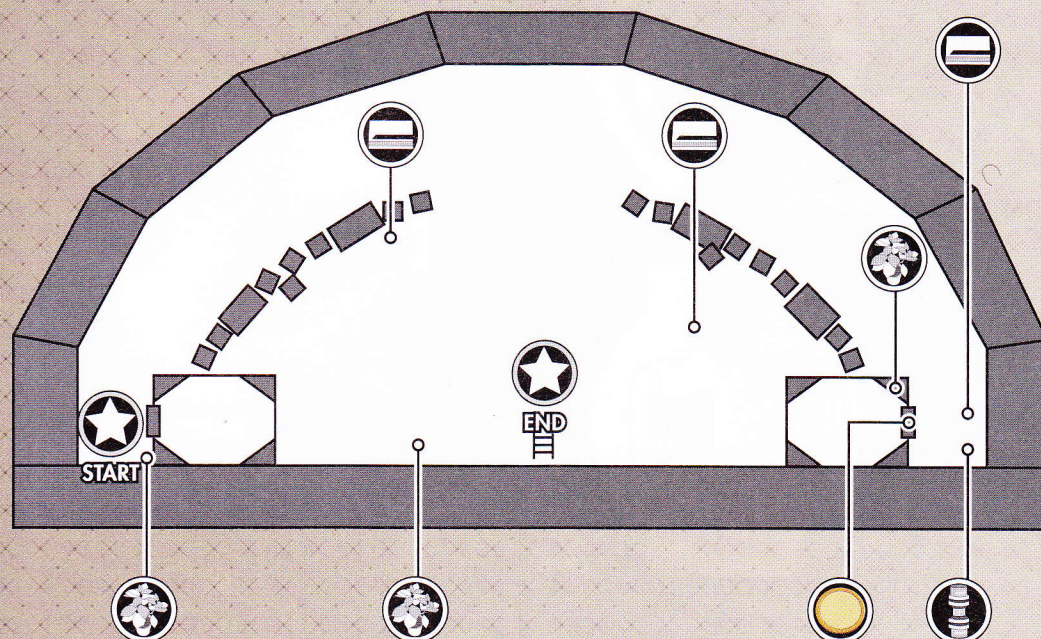
MONSTERS: HUNTER, REGULAR OOZE, SCAGDEAD A, SCAGDEAD B, GHIOZZO, BABY DRAGHIGNAZZO

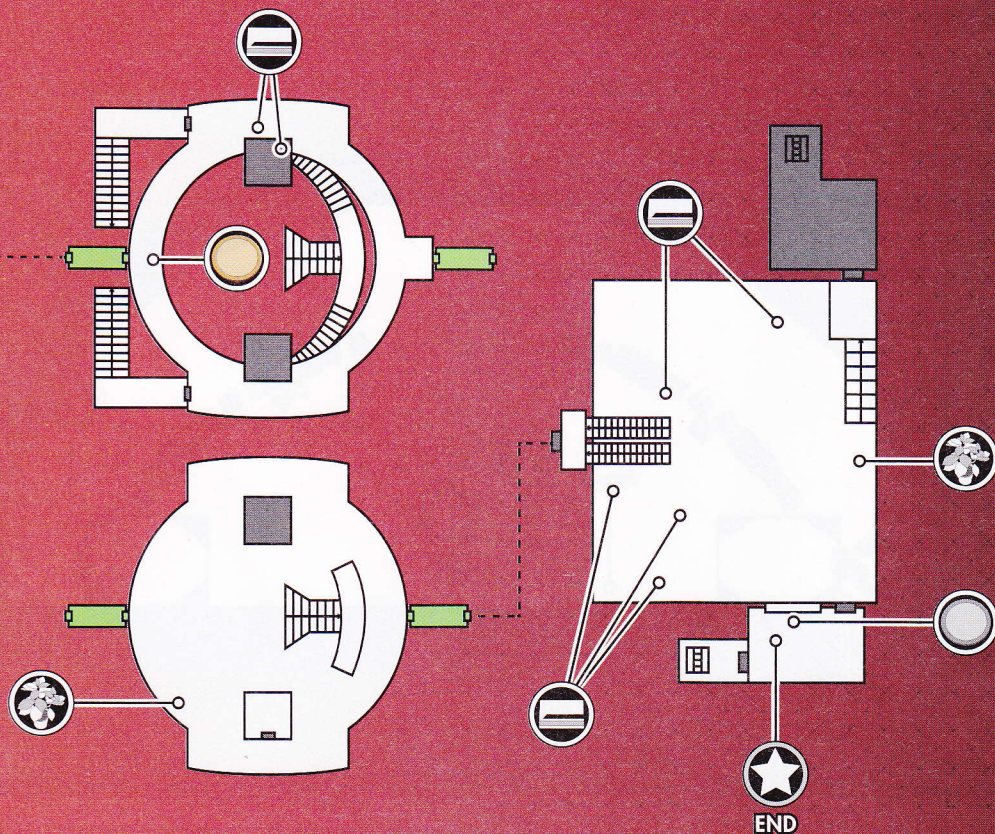


STAGE 12: OBSERVATION DECK

CHASM — RECOMMENDED LEVEL: 11

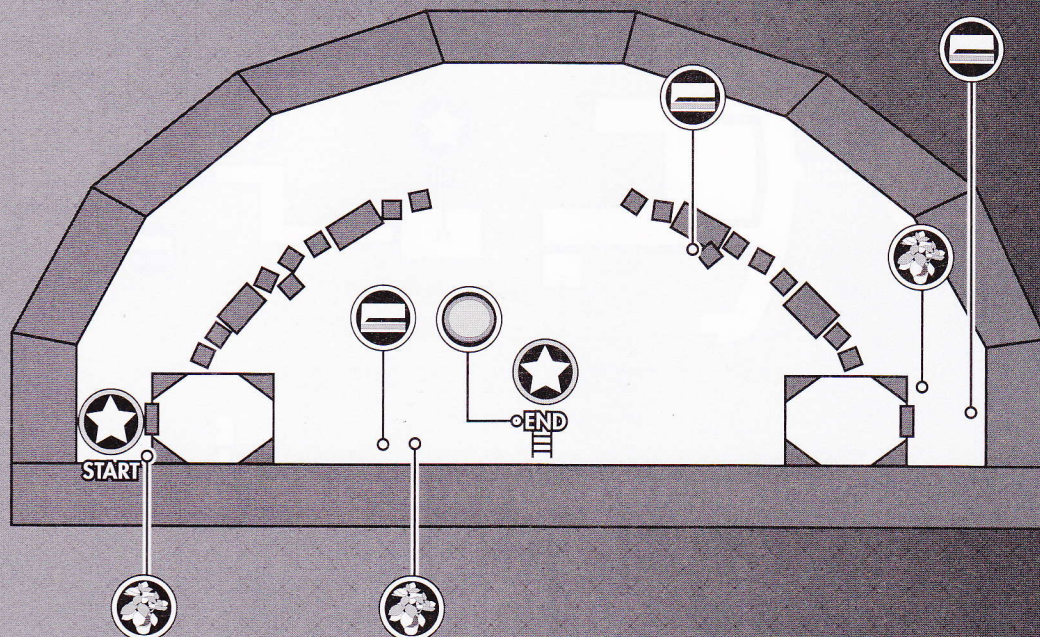
MONSTERS: PINCER OOZE, SHOOTER OOZE, DRAGHIGNAZZO





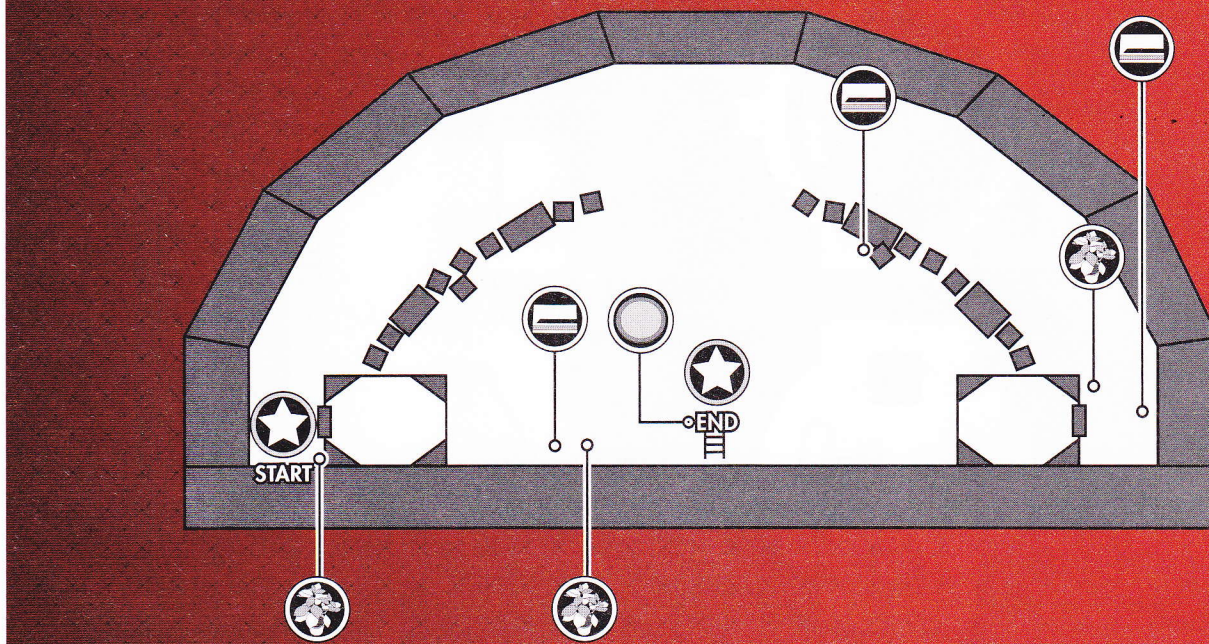
TRENCH — RECOMMENDED LEVEL: 25

MONSTERS: SHOOTER OOZE, FARFARELLO, DRAGHIGNAZZO



ABYSS — RECOMMENDED LEVEL: 41

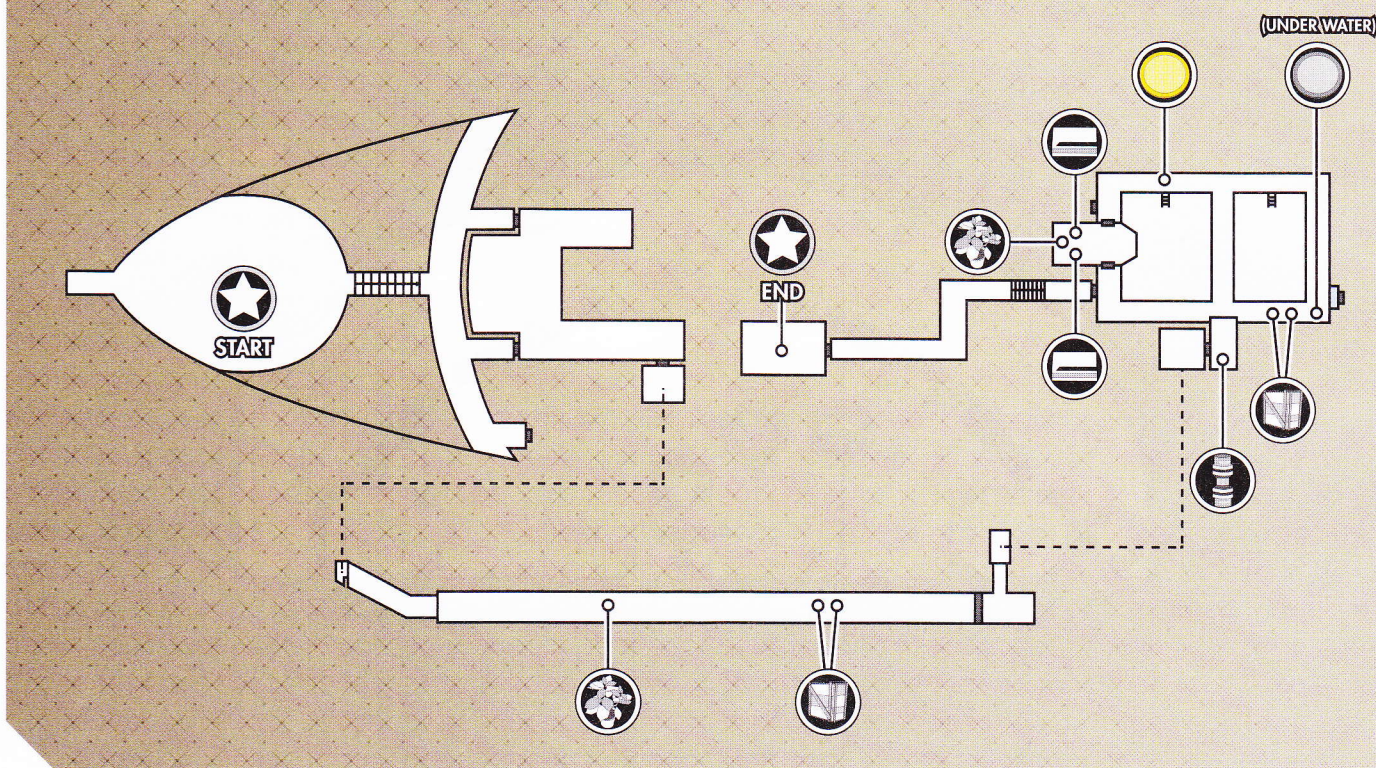
MONSTERS: SHOOTER OOZE, SCARMIGLIONE, DRAGHIGNAZZO



◀ STAGE 13: SIDE DECK

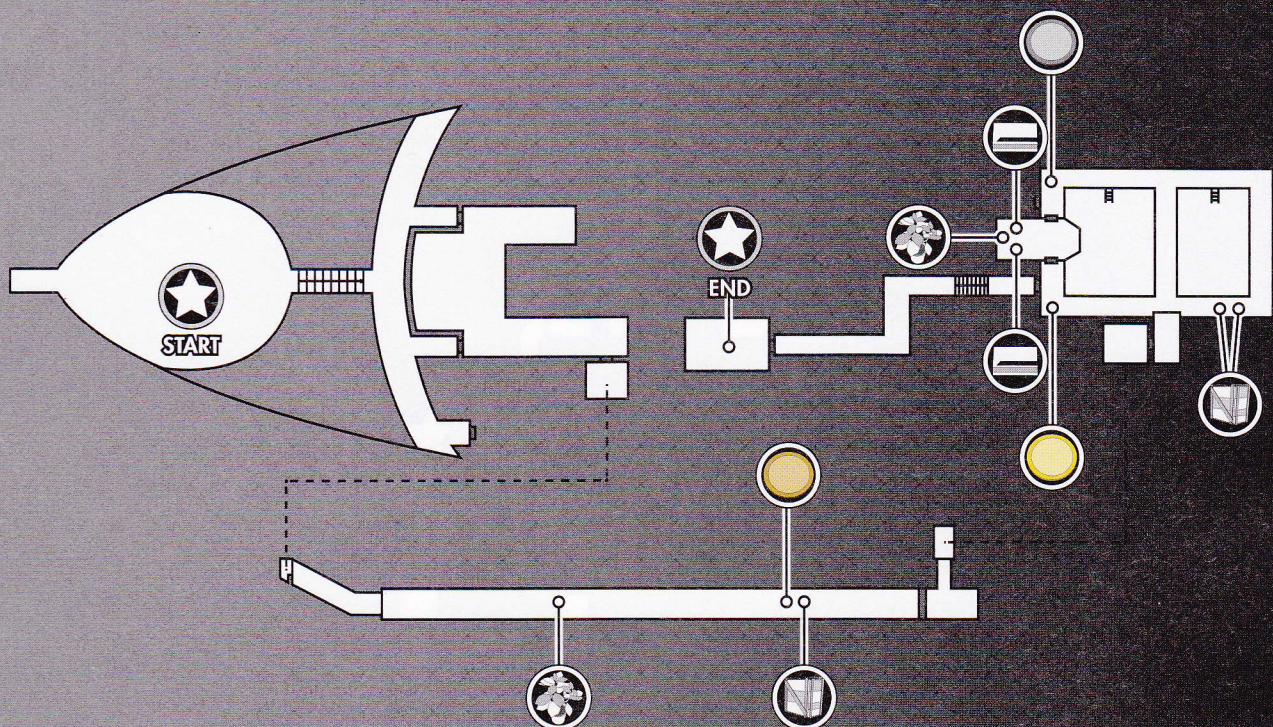
CHASM — RECOMMENDED LEVEL: 11

MONSTERS: SHOOTER OOZE, RACHAEL, SCAGDEAD A, HUNTER



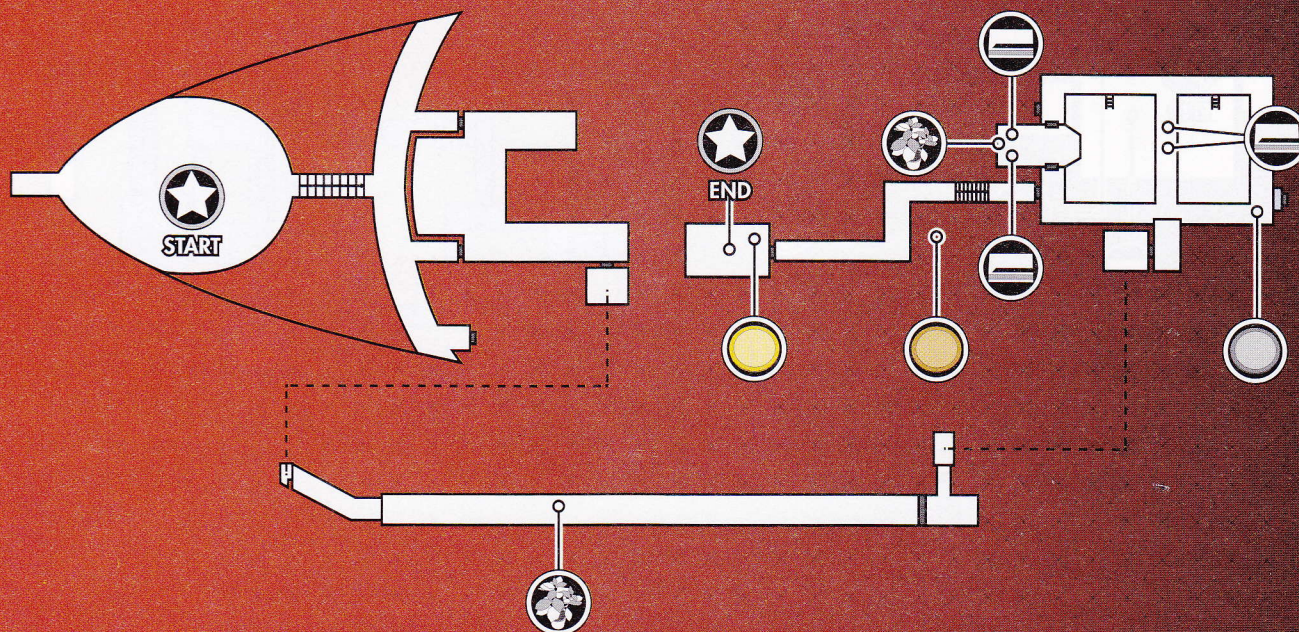
TRENCH — RECOMMENDED LEVEL: 26

MONSTERS: SHOOTER OOZE, DRAGHIGNAZZO, FARFARELLO, RACHAEL, SCAGDEAD A, WALL BLISTER



ABYSS — RECOMMENDED LEVEL: 42

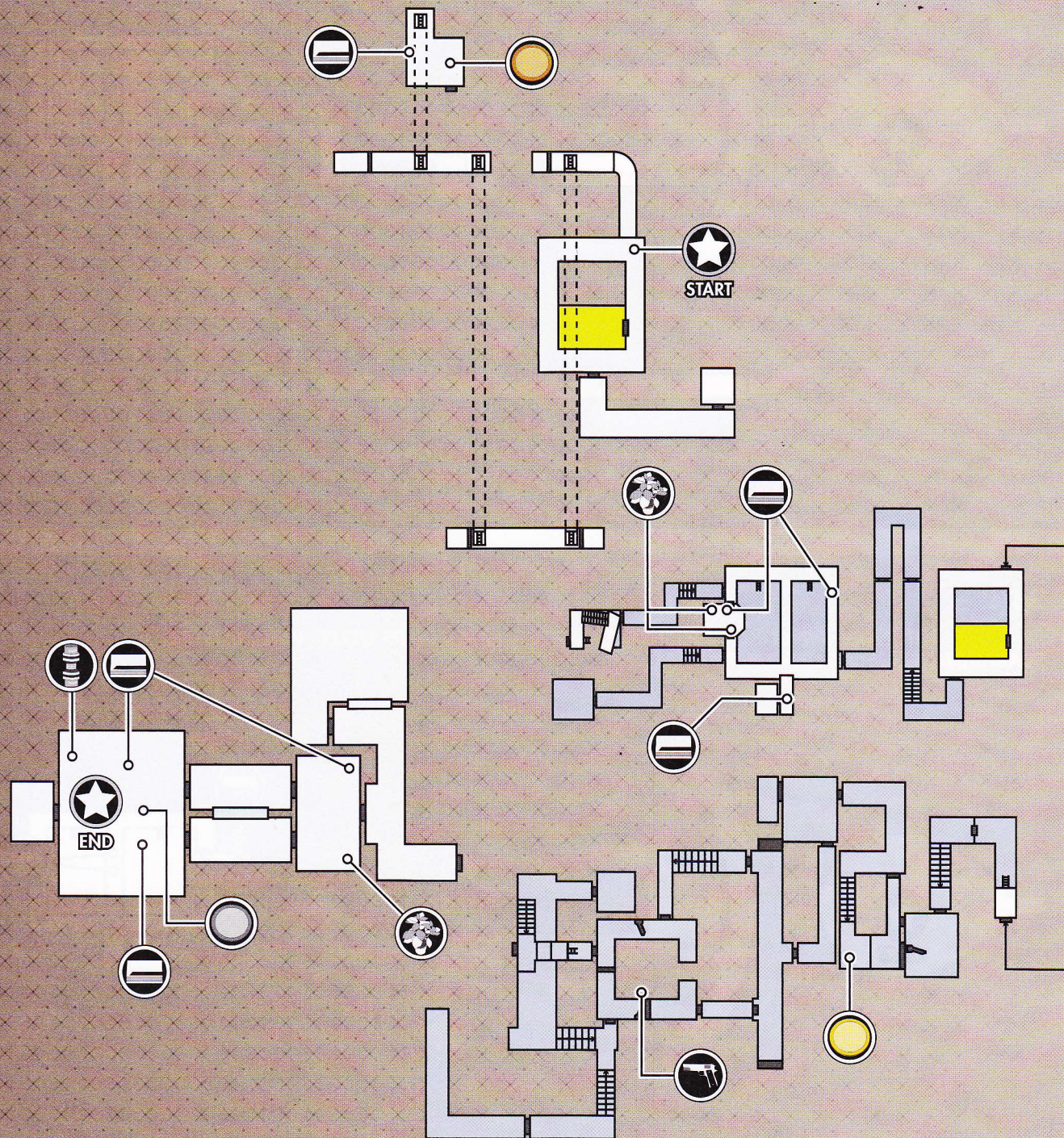
MONSTERS: HUNTER, Pincer Ooze, Shooter Ooze, Exploding Ooze, Wall Blister, Scarmiglione, Scagdead B, Rachael



◀ **STAGE 14: FLOOD**

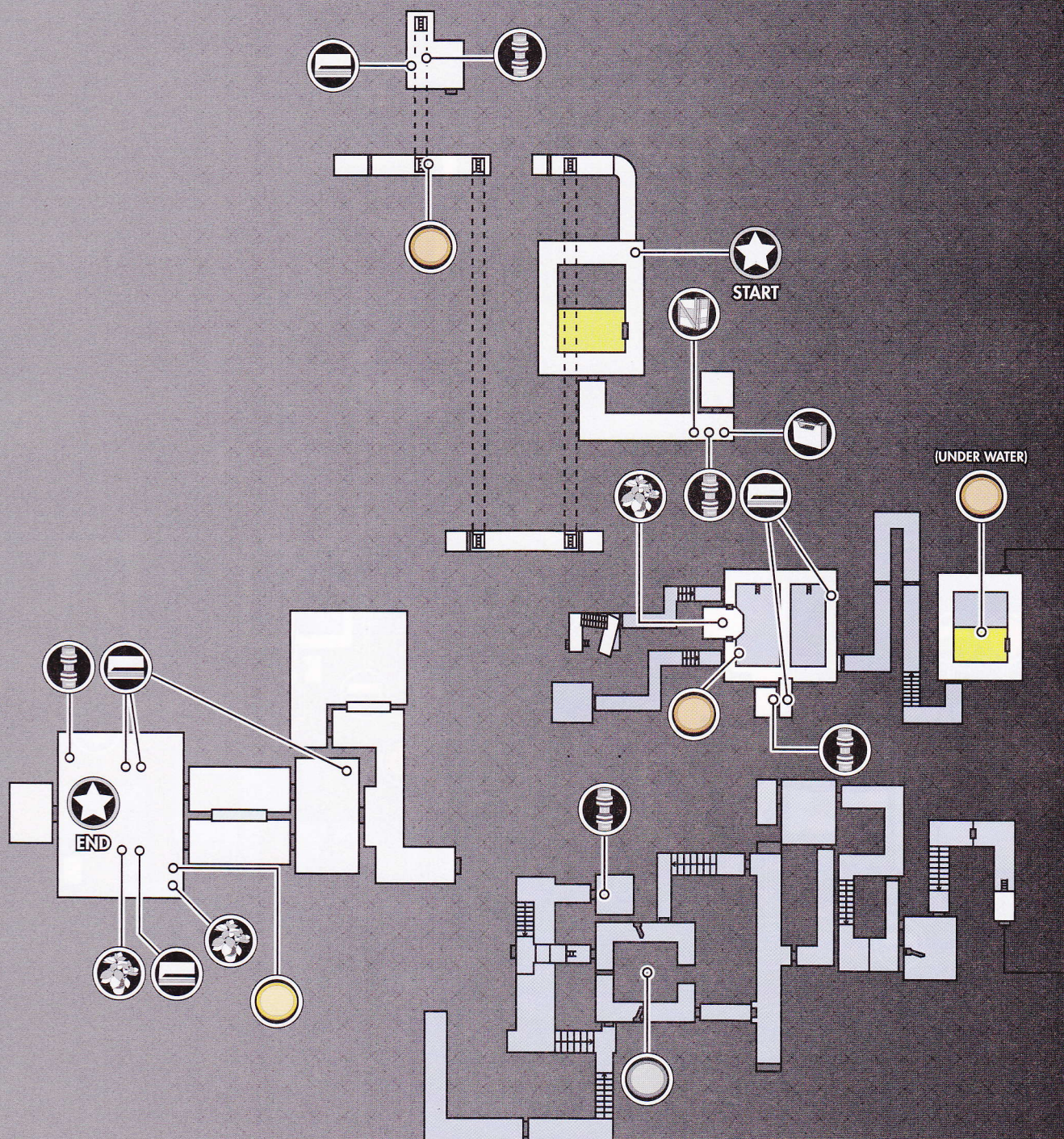
CHASM — RECOMMENDED LEVEL: 12

MONSTERS: PINCER OOZE, SHOOTER OOZE, SEA CREEPER, SCARMIGLIONE



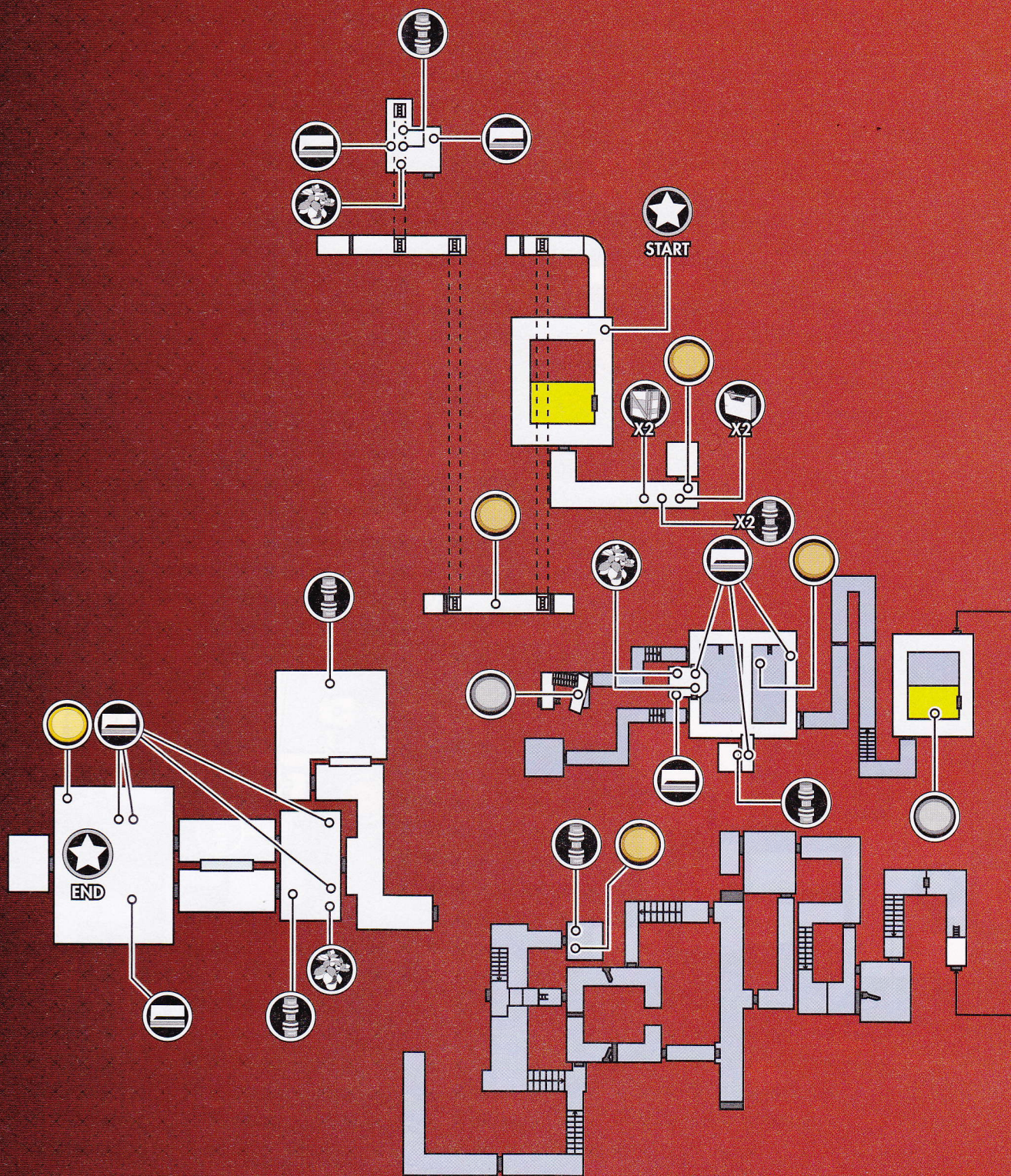
TRENCH—RECOMMENDED LEVEL: 26

MONSTERS: PINCER OOZE, SHOOTER OOZE, SEA CREEPER, SCARMIGLIONE



ABYSS—RECOMMENDED LEVEL: 43

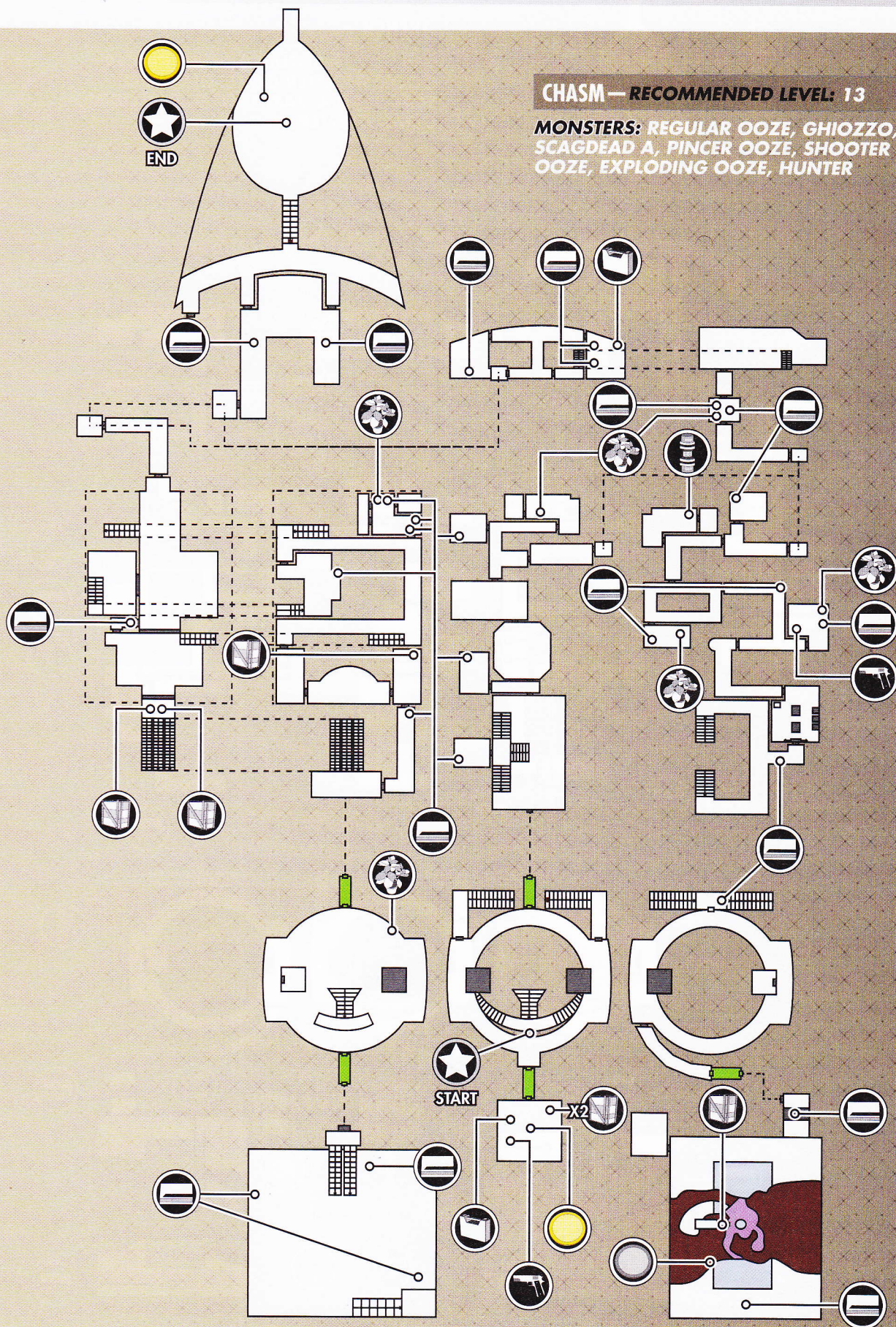
MONSTERS: SHOOTER OOZE, SCARMIGLIONE, SEA CREEPER, BABY DRAGHIGNAZZO



◀ **STAGE 15: QUEEN ZENOBIA**

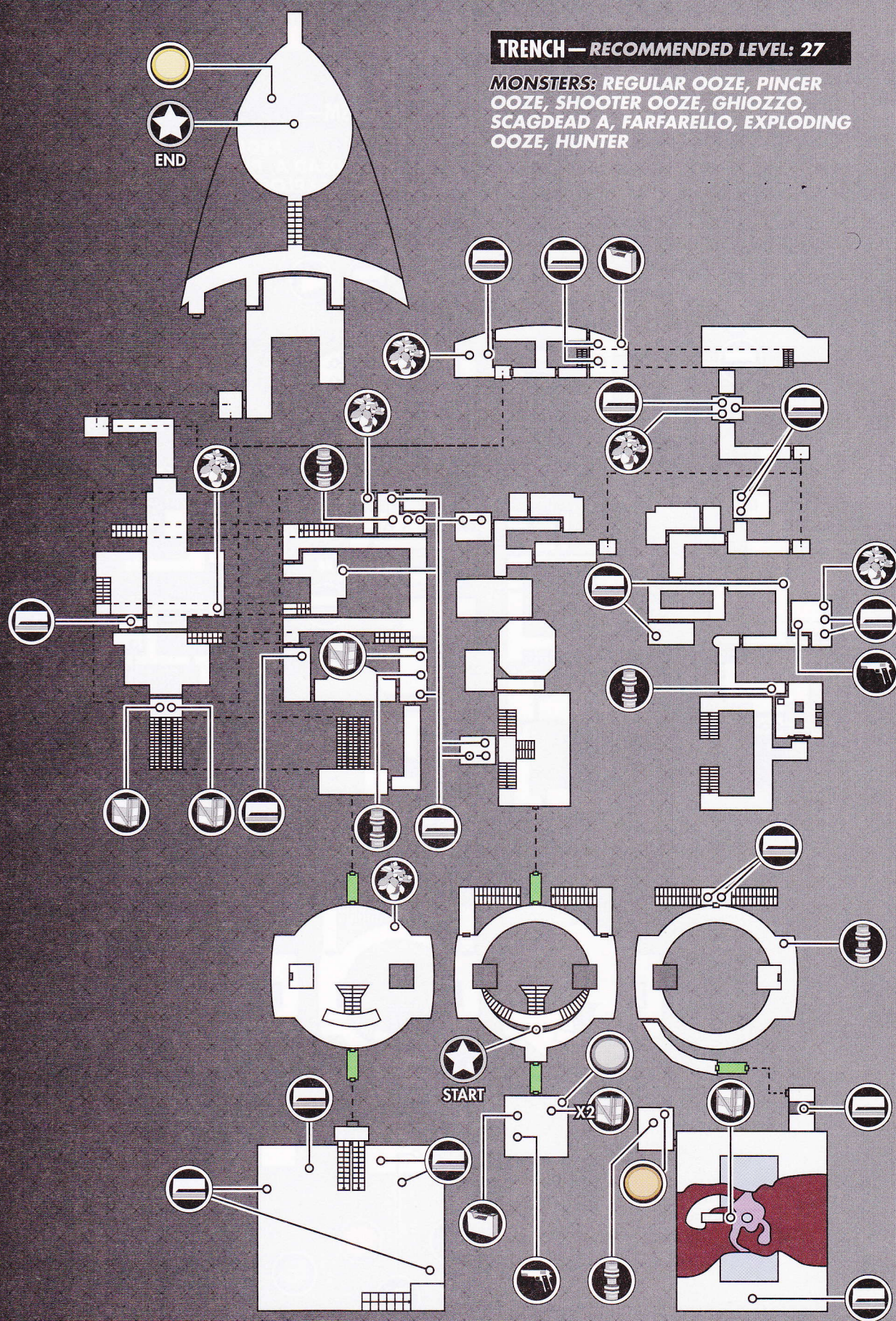
CHASM — RECOMMENDED LEVEL: 13

MONSTERS: REGULAR OOZE, GHIOZZO, SCAGDEAD A, PINCER OOZE, SHOOTER OOZE, EXPLODING OOZE, HUNTER



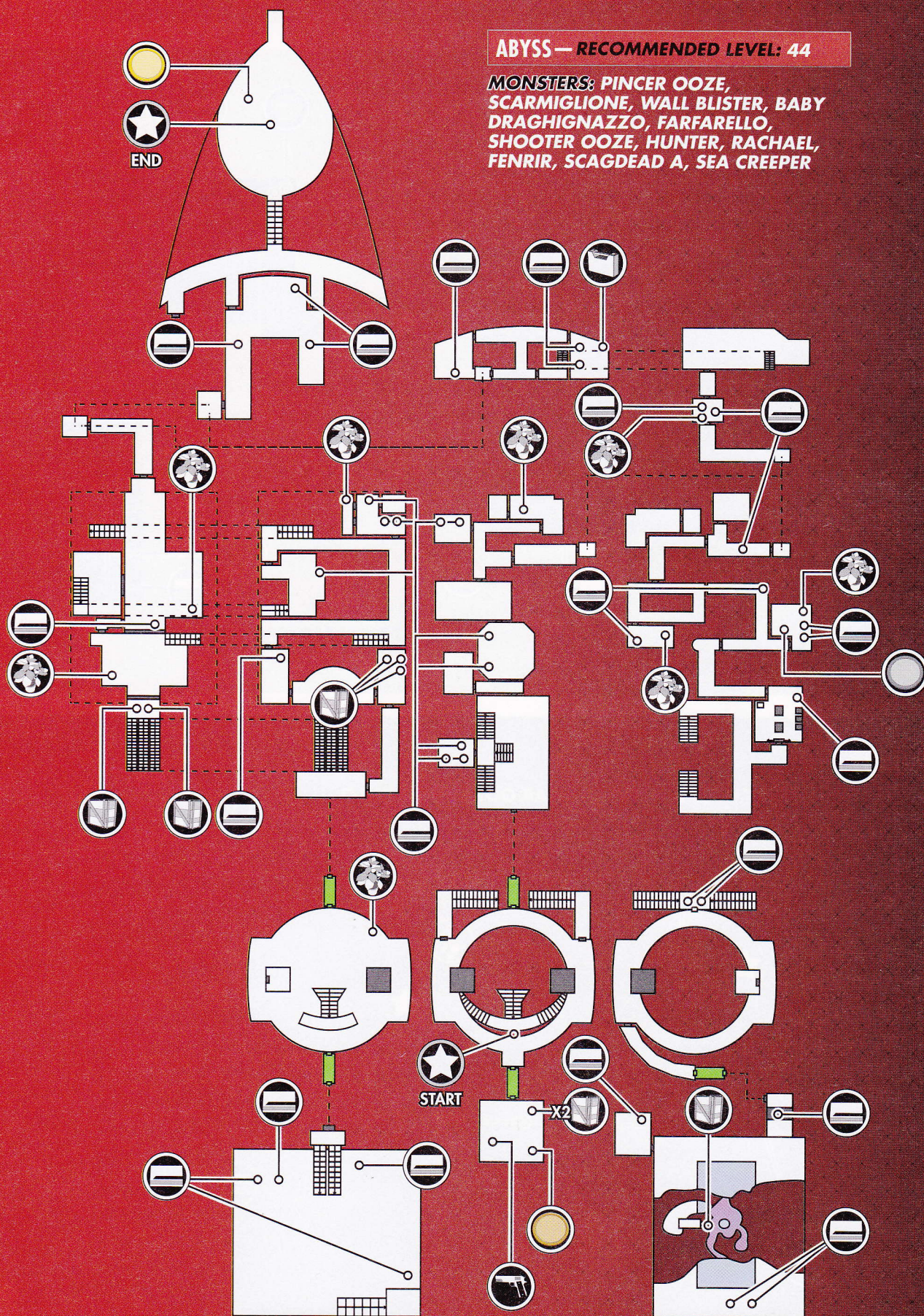
TRENCH — RECOMMENDED LEVEL: 27

MONSTERS: REGULAR OOZE, PINCER OOZE, SHOOTER OOZE, GHIOZZO, SCAGDEAD A, FARFARELLO, EXPLODING OOZE, HUNTER



ABYSS — RECOMMENDED LEVEL: 44

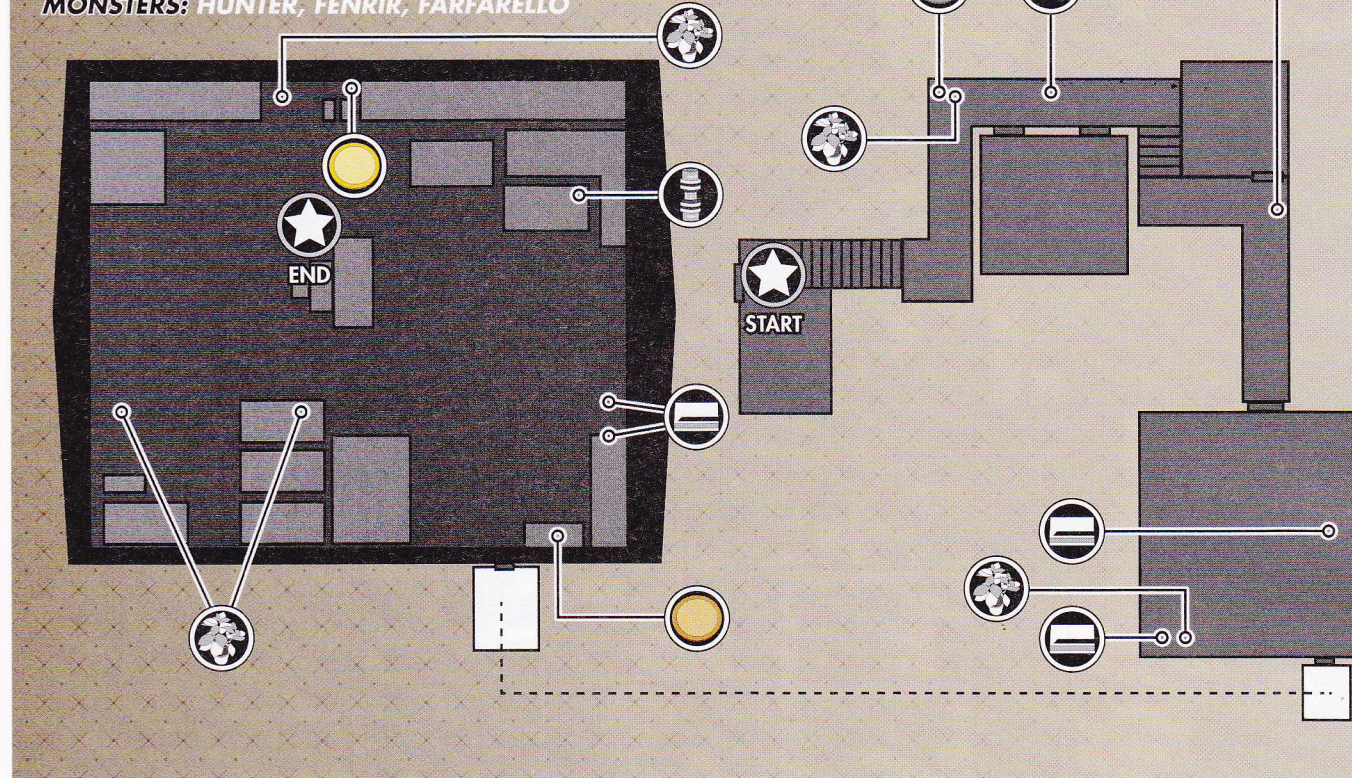
MONSTERS: PINCER OOZE, SCARMIGLIONE, WALL BLISTER, BABY DRAGHIGNAZZO, FARFARELLO, SHOOTER OOZE, HUNTER, RACHAEL, FENRIR, SCAGDEAD A, SEA CREEPER



◀ **STAGE 16: AIRSTRIP**

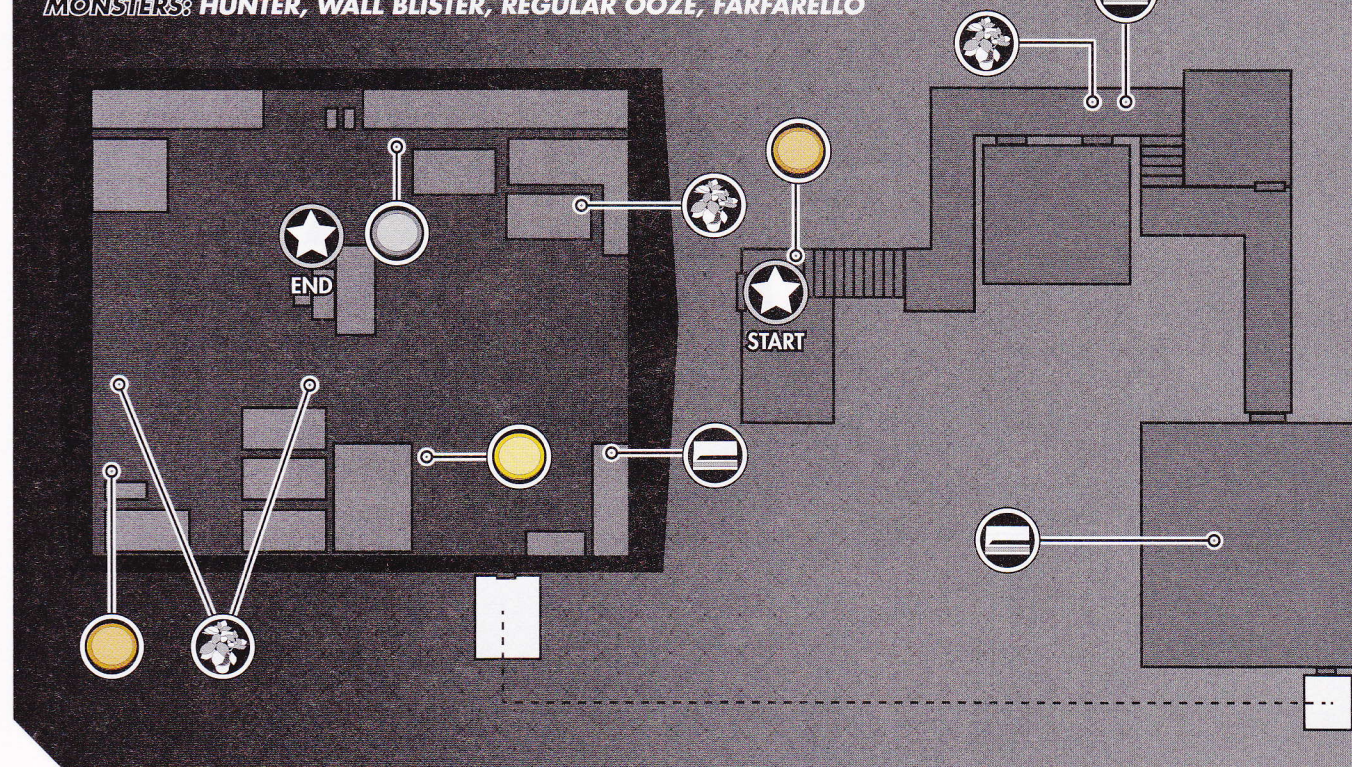
CHASM — RECOMMENDED LEVEL: 14

MONSTERS: HUNTER, FENRIR, FARFARELLLO



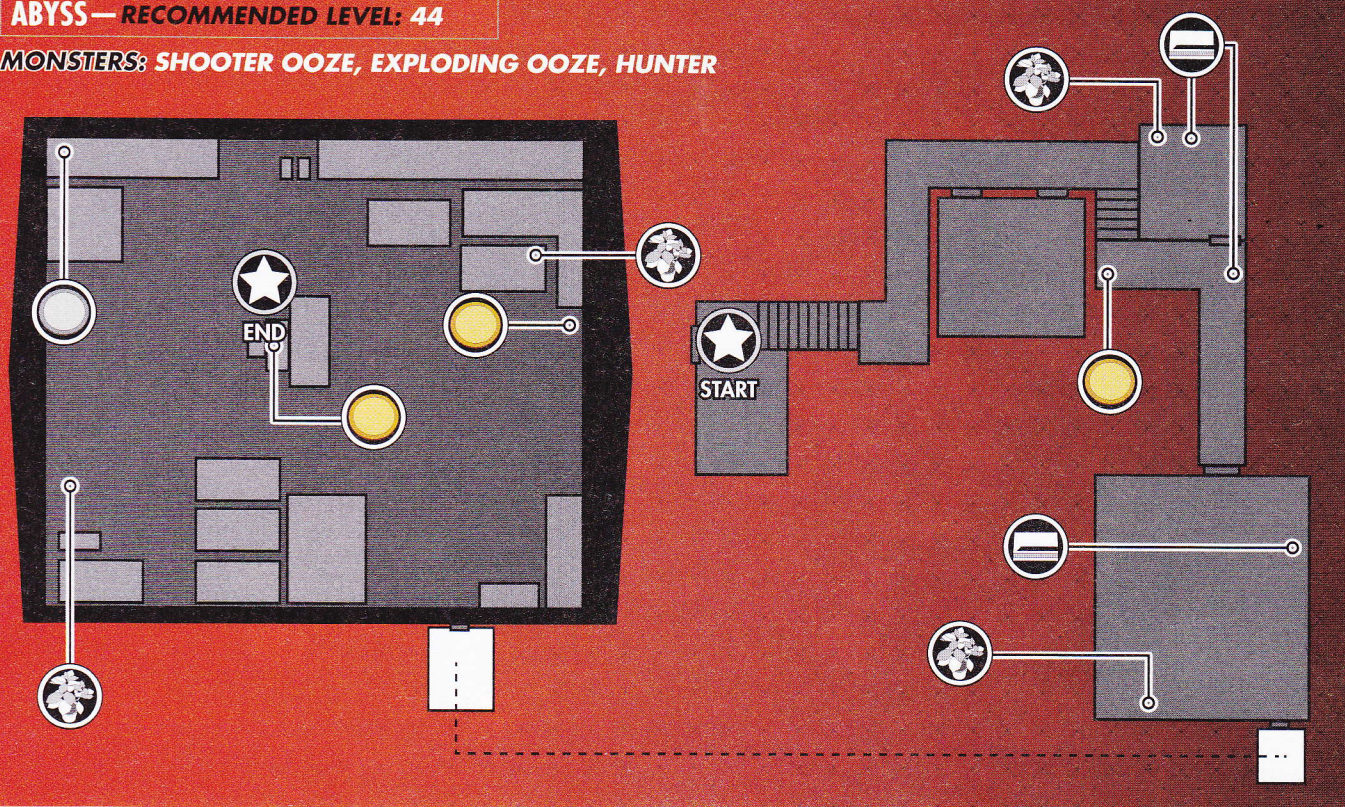
TRENCH — RECOMMENDED LEVEL: 28

MONSTERS: HUNTER, WALL BLISTER, REGULAR OOZE, FARFARELLLO



ABYSS — RECOMMENDED LEVEL: 44

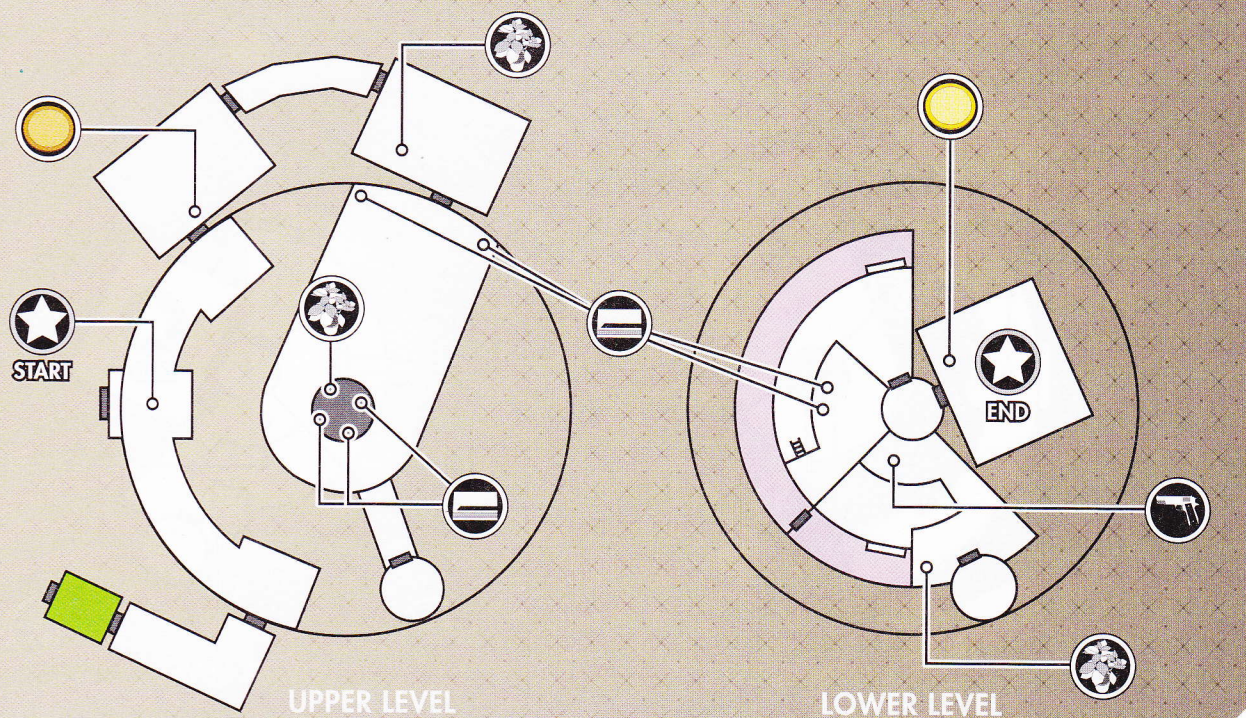
MONSTERS: SHOOTER OOZE, EXPLODING OOZE, HUNTER



◀ **STAGE 17: LABORATORY**

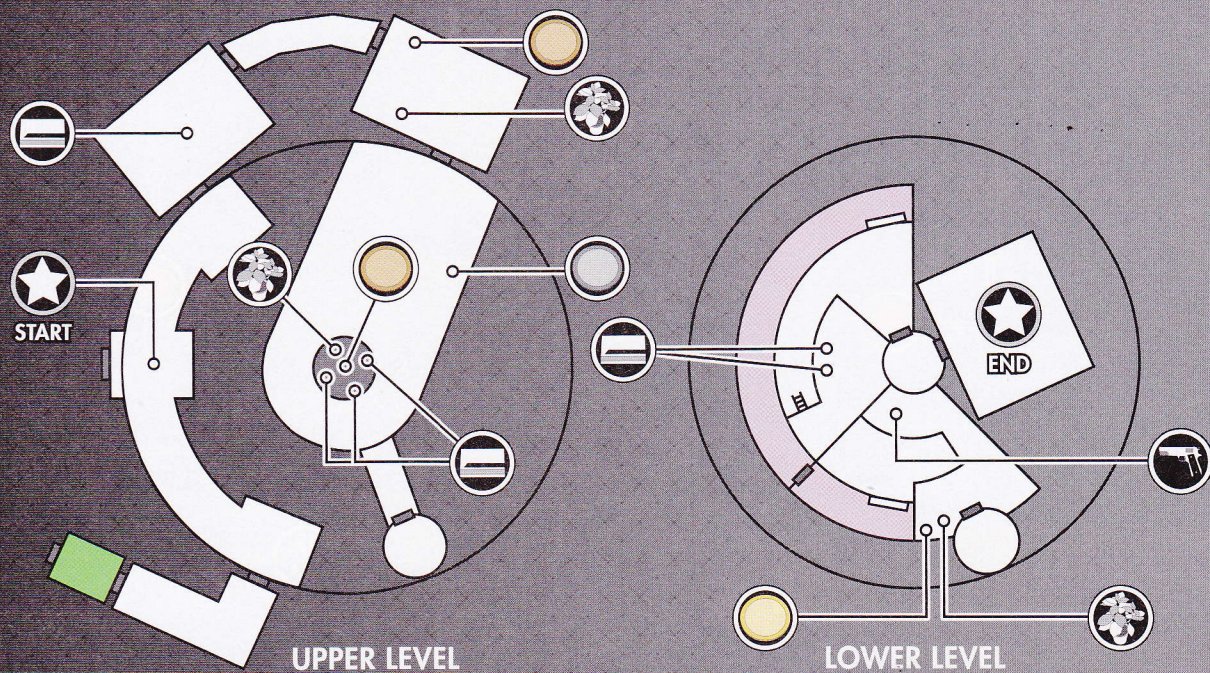
CHASM — RECOMMENDED LEVEL: 14

MONSTERS: REGULAR OOZE, SHOOTER OOZE, SCARMIGLIONE



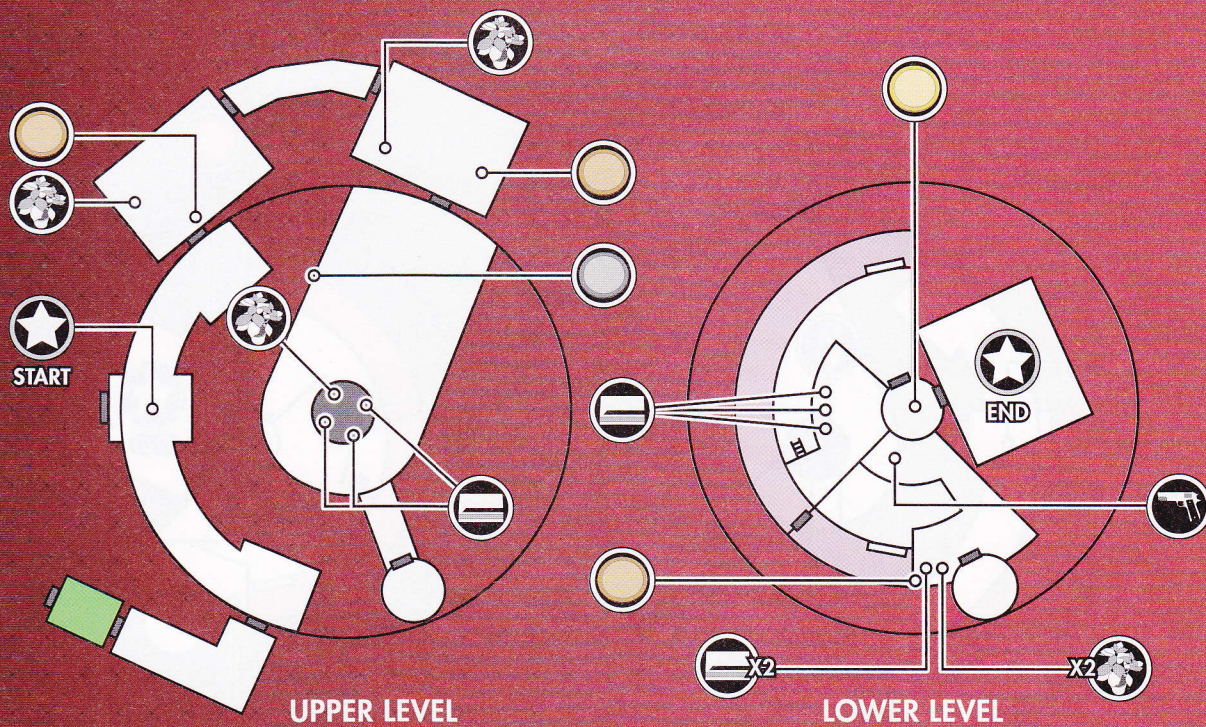
TRENCH — RECOMMENDED LEVEL: 29

MONSTERS: REGULAR OOZE, SHOOTER OOZE, GHIOZZO, SCARMIGLIONE



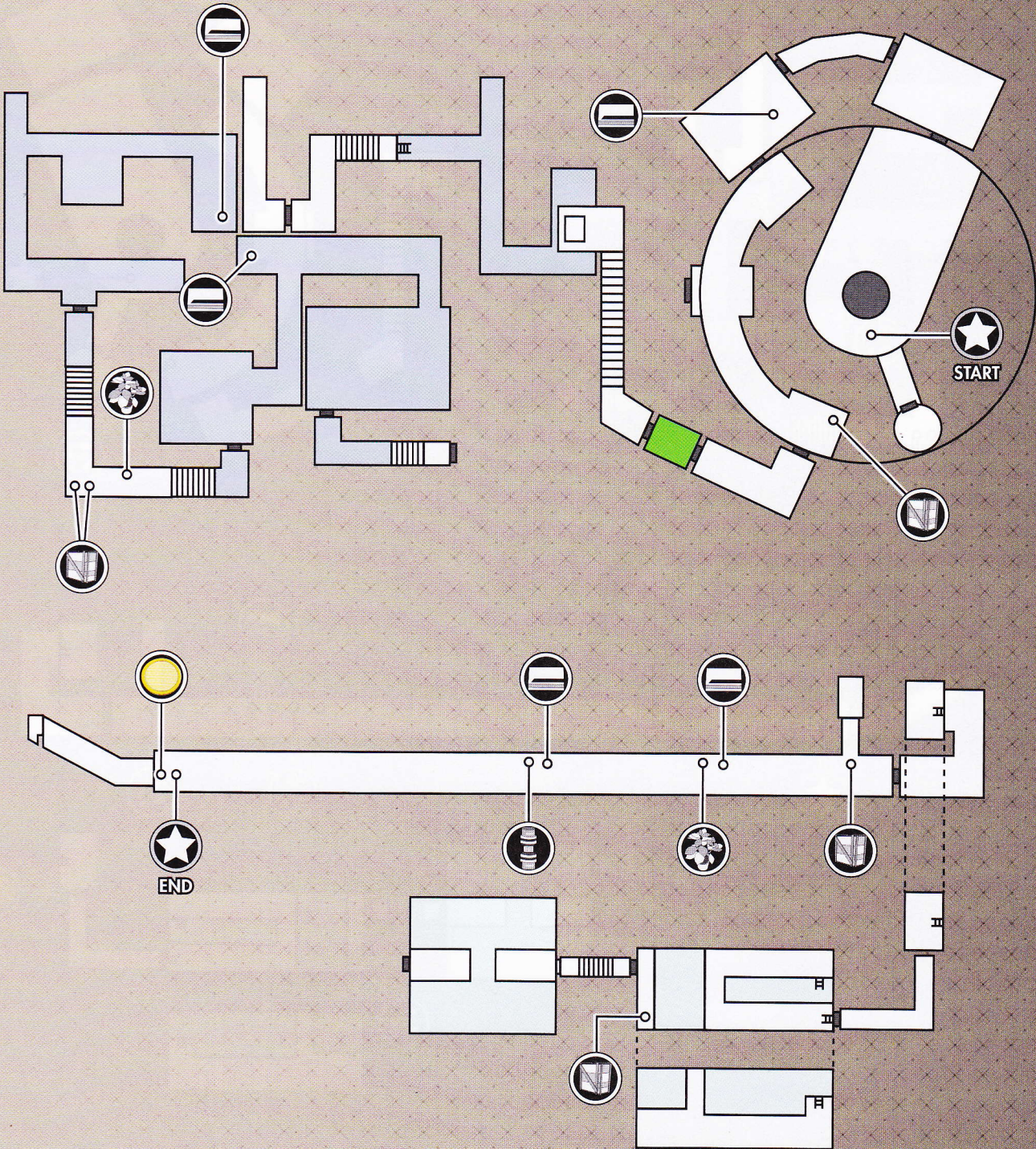
ABYSS — RECOMMENDED LEVEL: 45

MONSTERS: SHOOTER OOZE, SCARMIGLIONE, WALL BLISTER



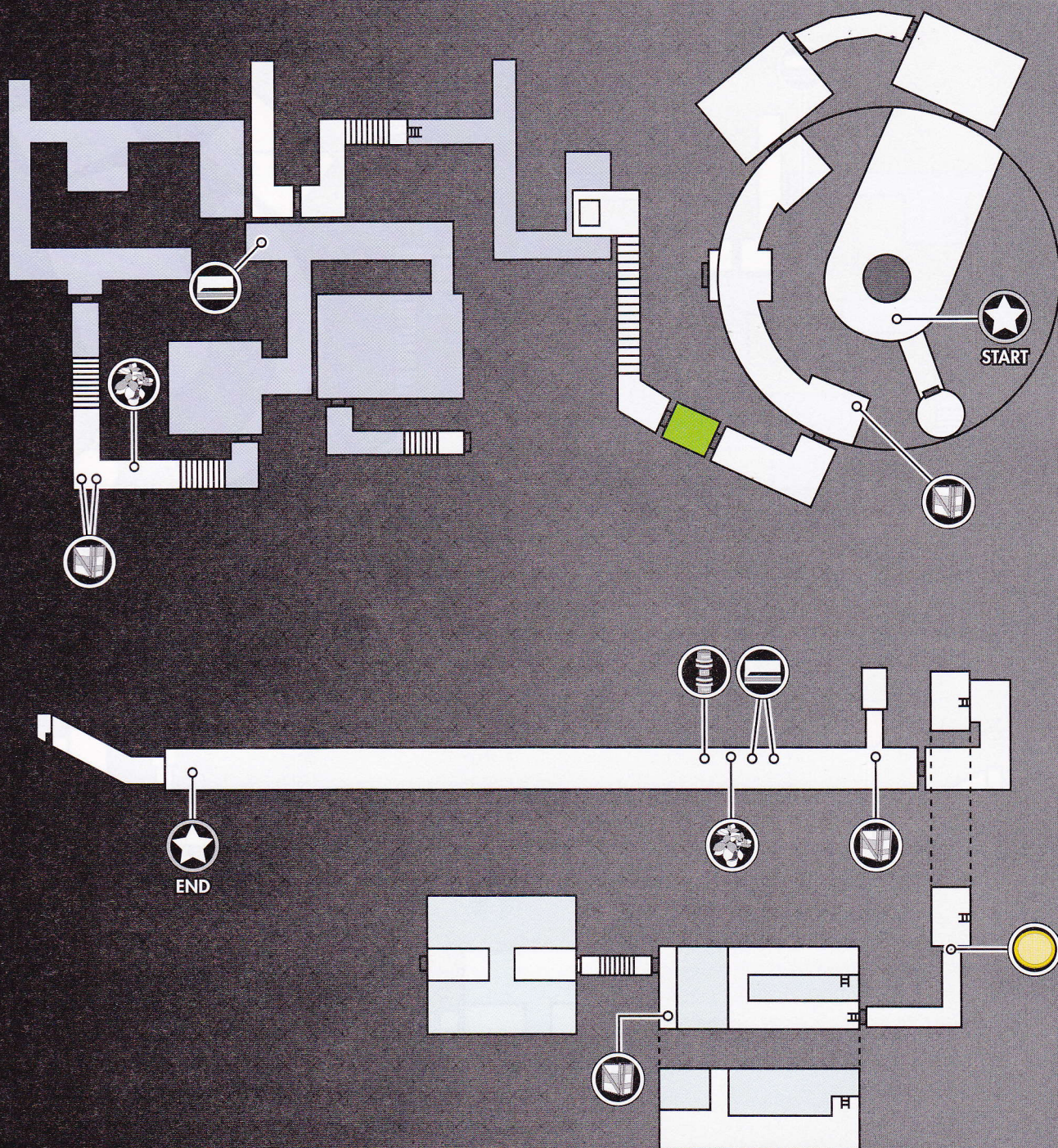
CHASM — RECOMMENDED LEVEL: 15

MONSTERS: REGULAR OOZE, Pincer Ooze, Shooter Ooze, Ghiozzo, Sea Creeper, Hunter, Scarmiglione, Baby Draghignazzo



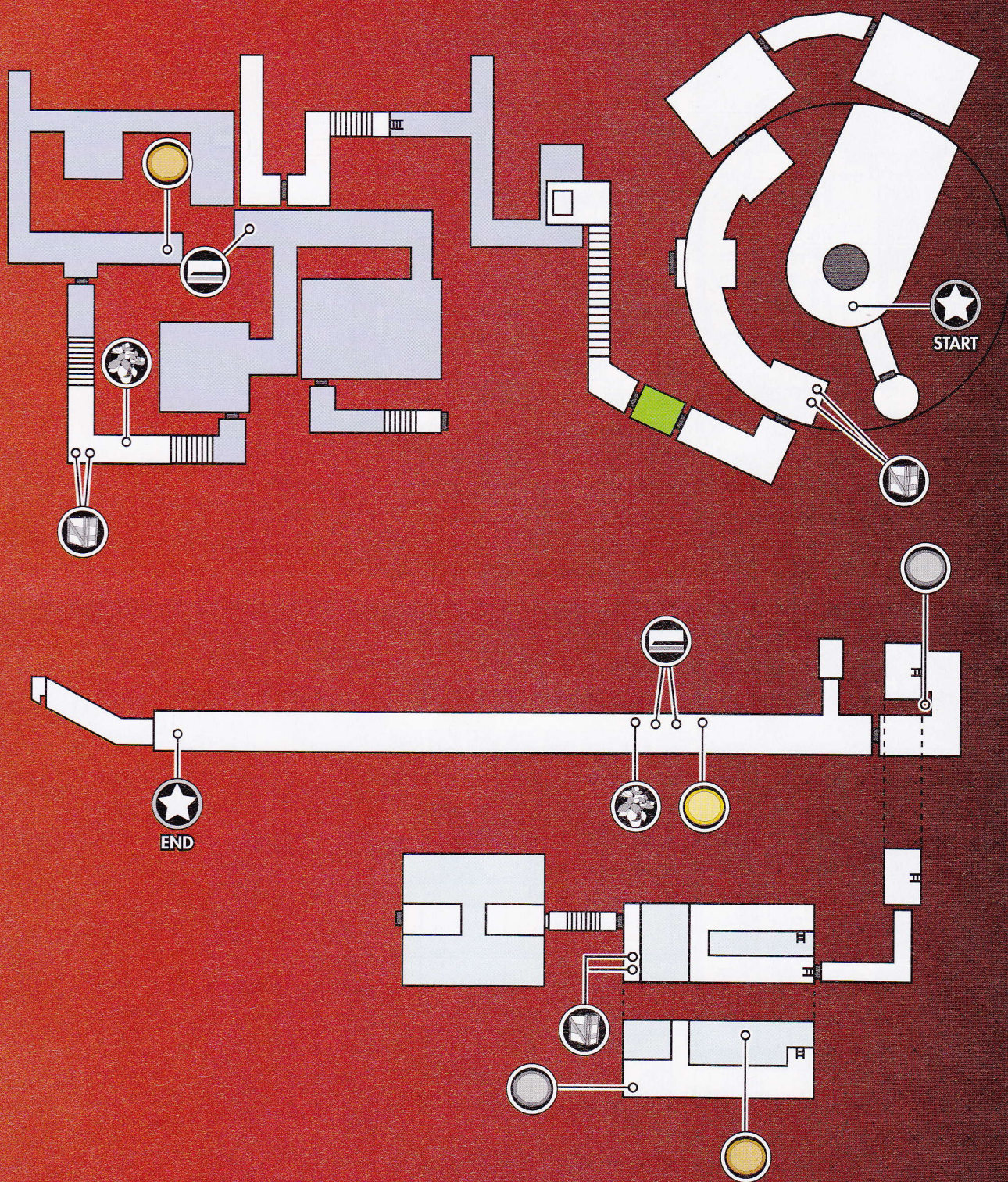
TRENCH — RECOMMENDED LEVEL: 30

MONSTERS: REGULAR OOZE, Pincer Ooze, Shooter Ooze, Ghiozzo, Sea Creeper, Hunter, Scarmiglione, Baby Draghignazzo



ABYSS—RECOMMENDED LEVEL: 46

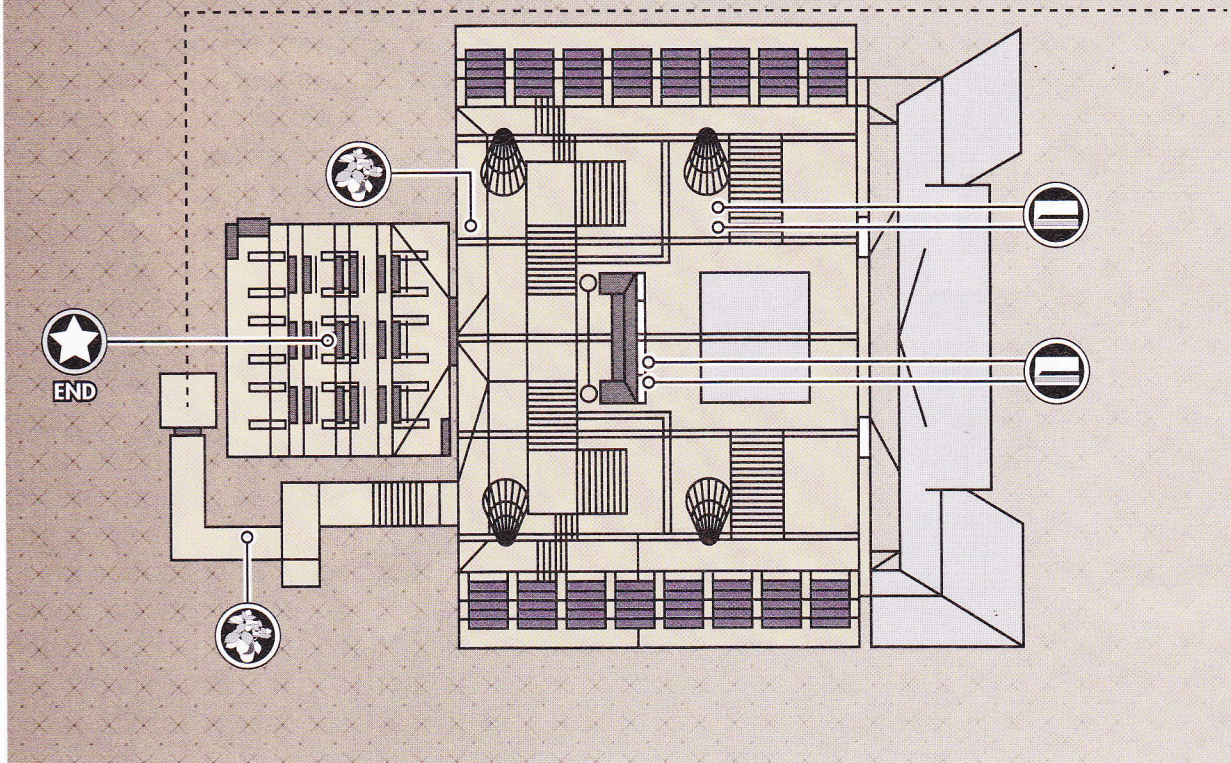
MONSTERS: REGULAR OOZE, Pincer Ooze, Shooter Ooze, Exploding Ooze, Ghiozzo, Hunter, Fire Ooze, Scarmiglione, Hunter, Wall Blister



◀ **STAGE 19: TERRAGRIGIA 2**

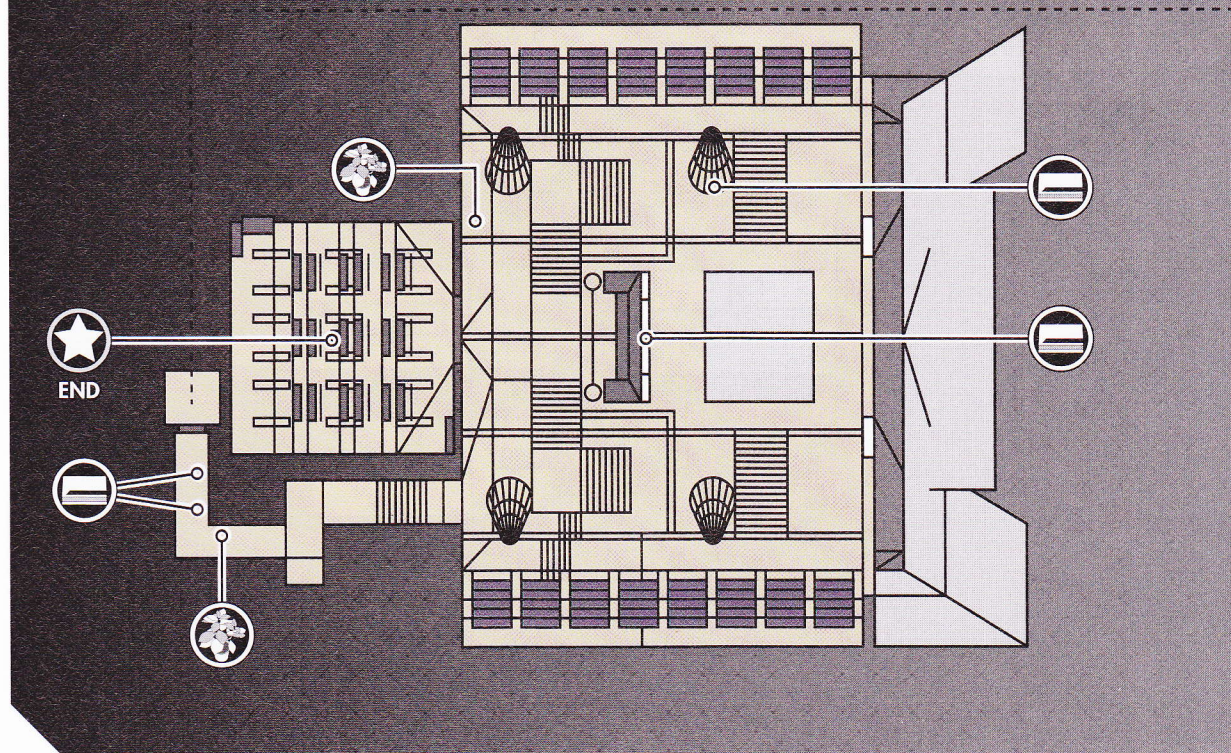
CHASM — RECOMMENDED LEVEL: 16

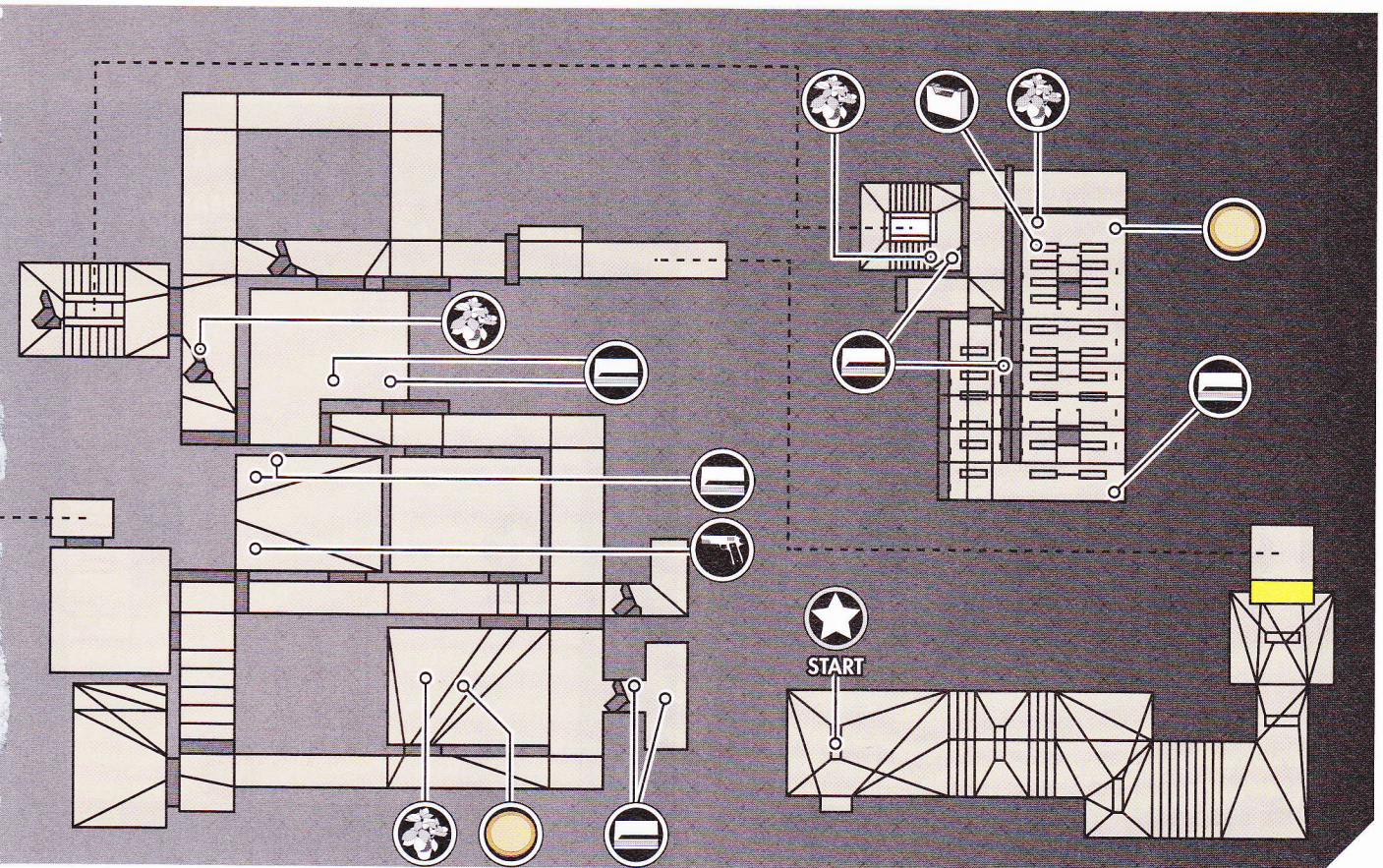
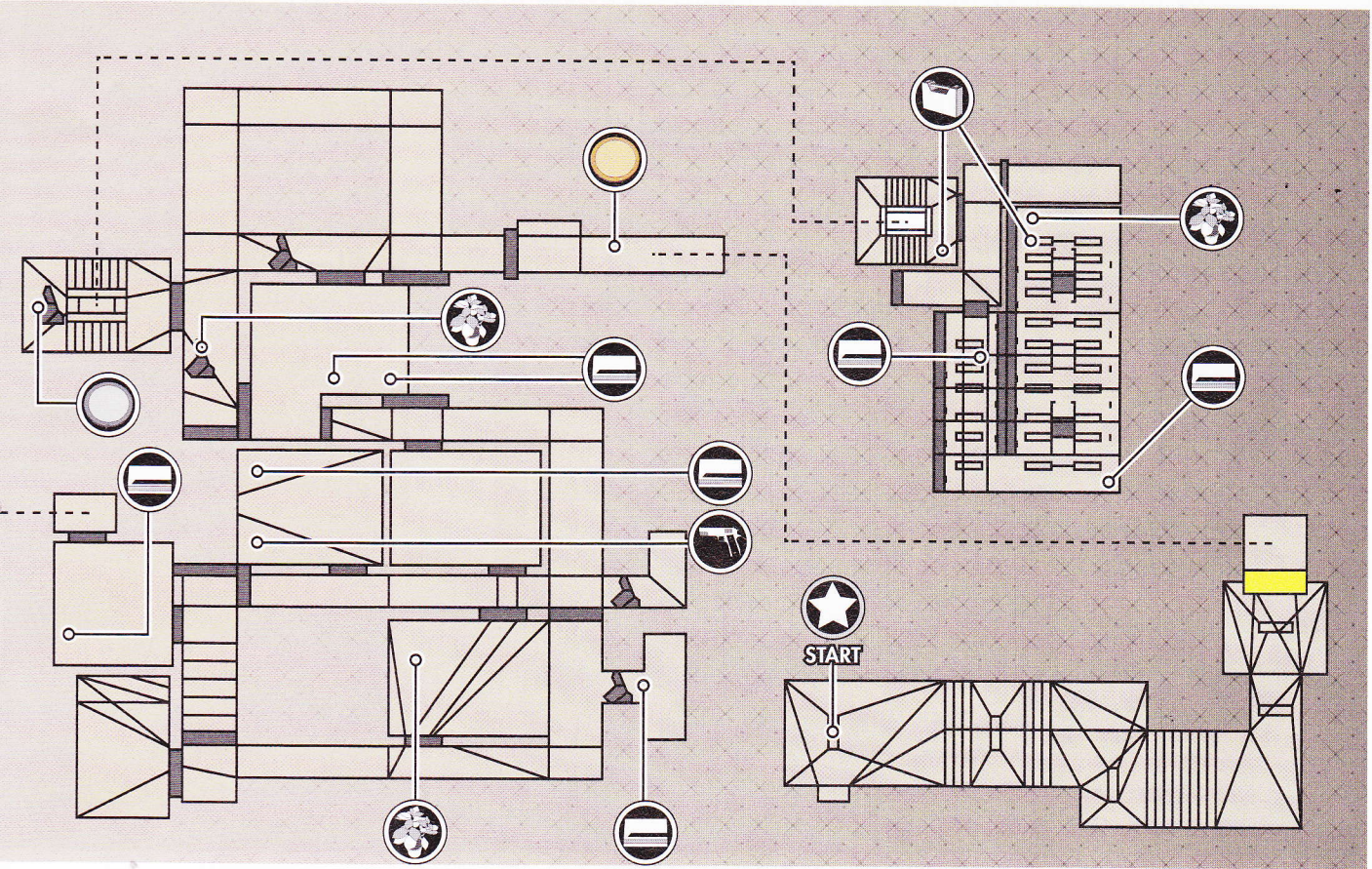
MONSTERS: HUNTER, FARFARELLO, SCAGDEAD A



TRENCH — RECOMMENDED LEVEL: 31

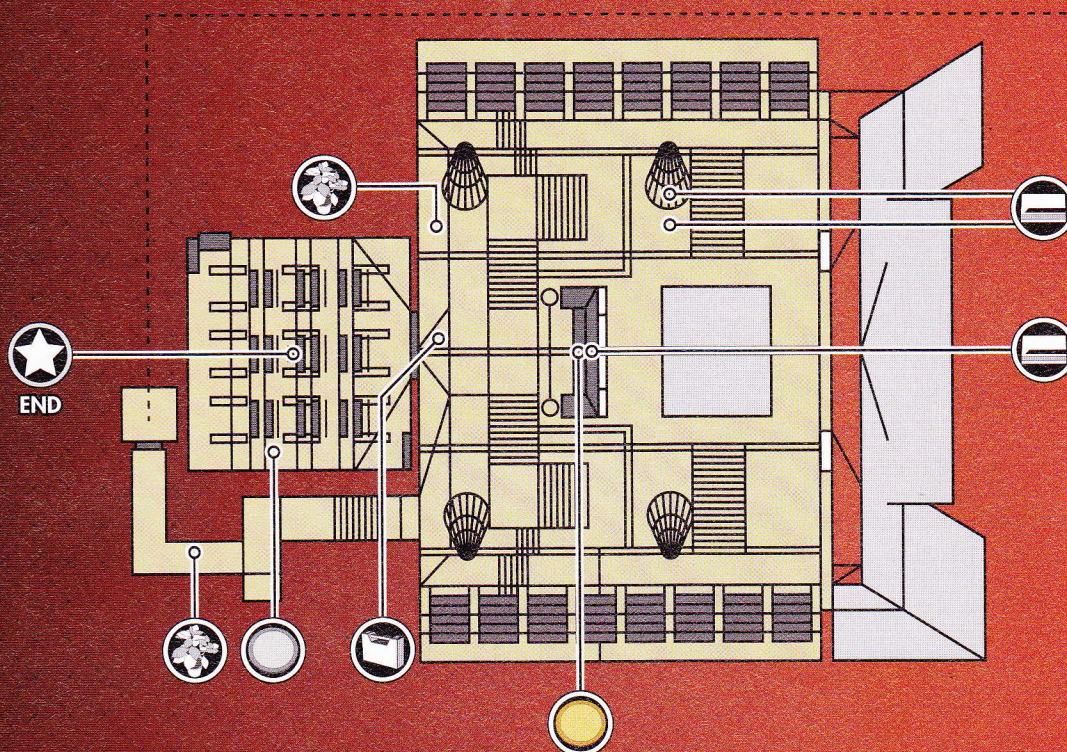
MONSTERS: HUNTER, FARFARELLO, SCAGDEAD A





ABYSS — RECOMMENDED LEVEL: 46

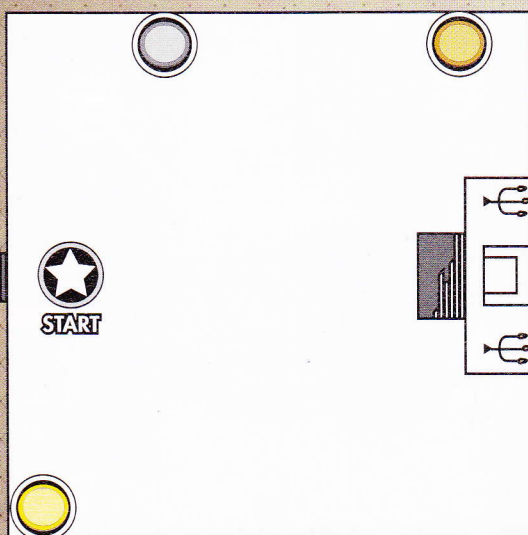
MONSTERS: HUNTER, WALL BLISTER, FARFARELLO, Pincer Ooze, Baby Draghignazzo



◀ **STAGE 20: MAD BANQUET**

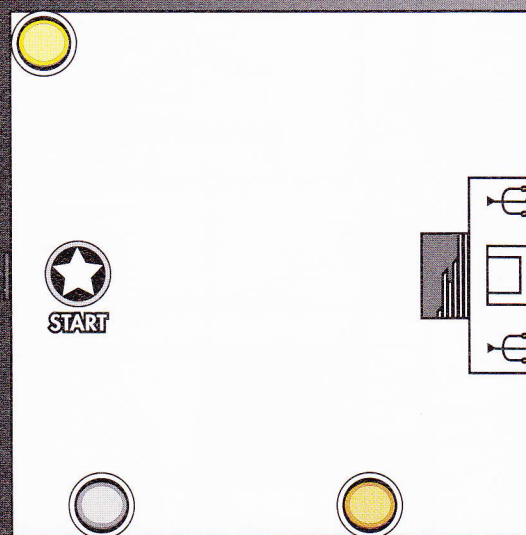
CHASM — RECOMMENDED LEVEL: 16

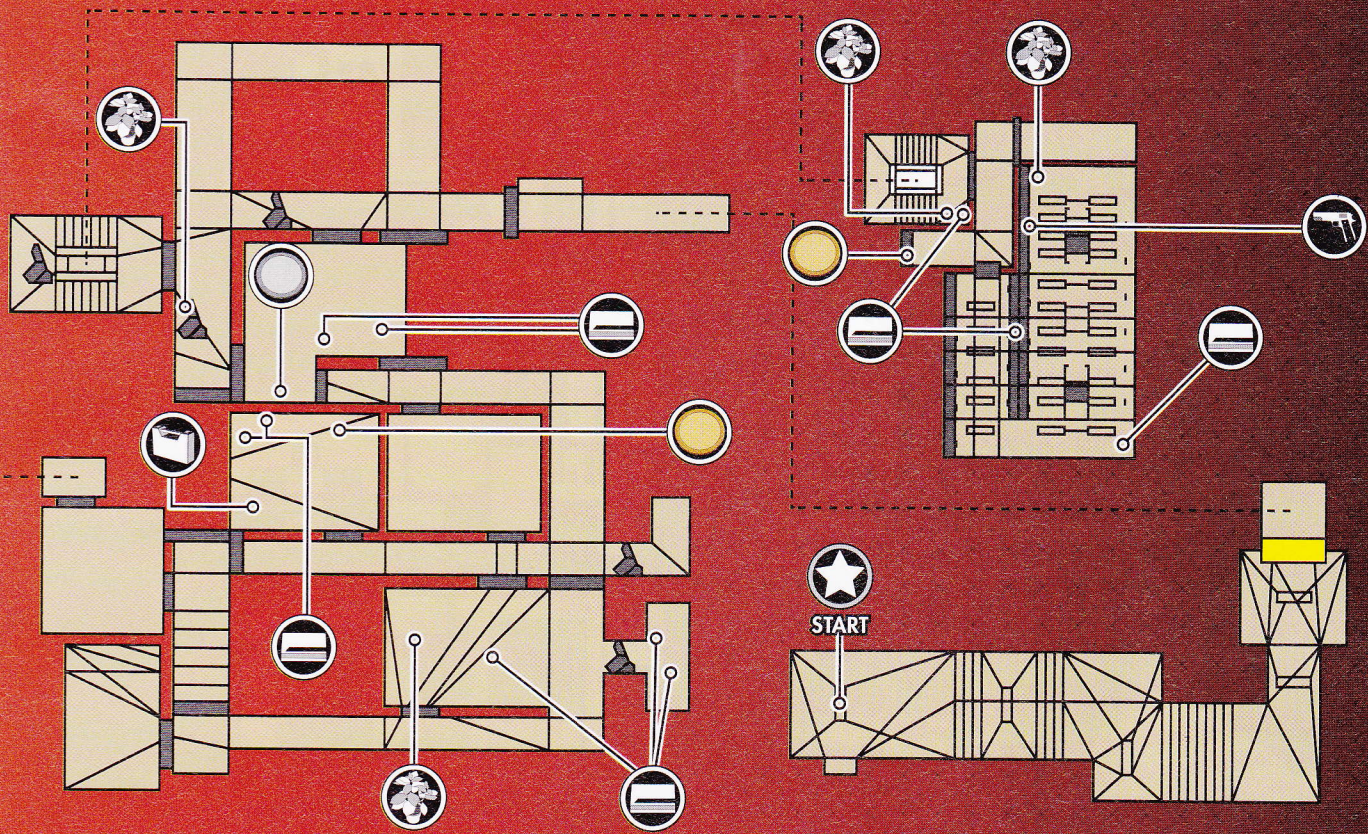
MONSTERS: SCAGDEAD A, Pincer Ooze, Draghignazzo, Norman



TRENCH — RECOMMENDED LEVEL: 31

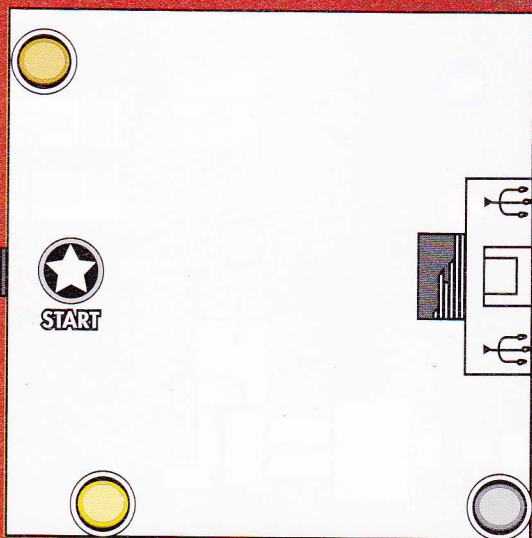
MONSTERS: WALL BLISTER, SCAGDEAD A, Shooter Ooze, Draghignazzo, Norman





ABYSS — RECOMMENDED LEVEL: 47

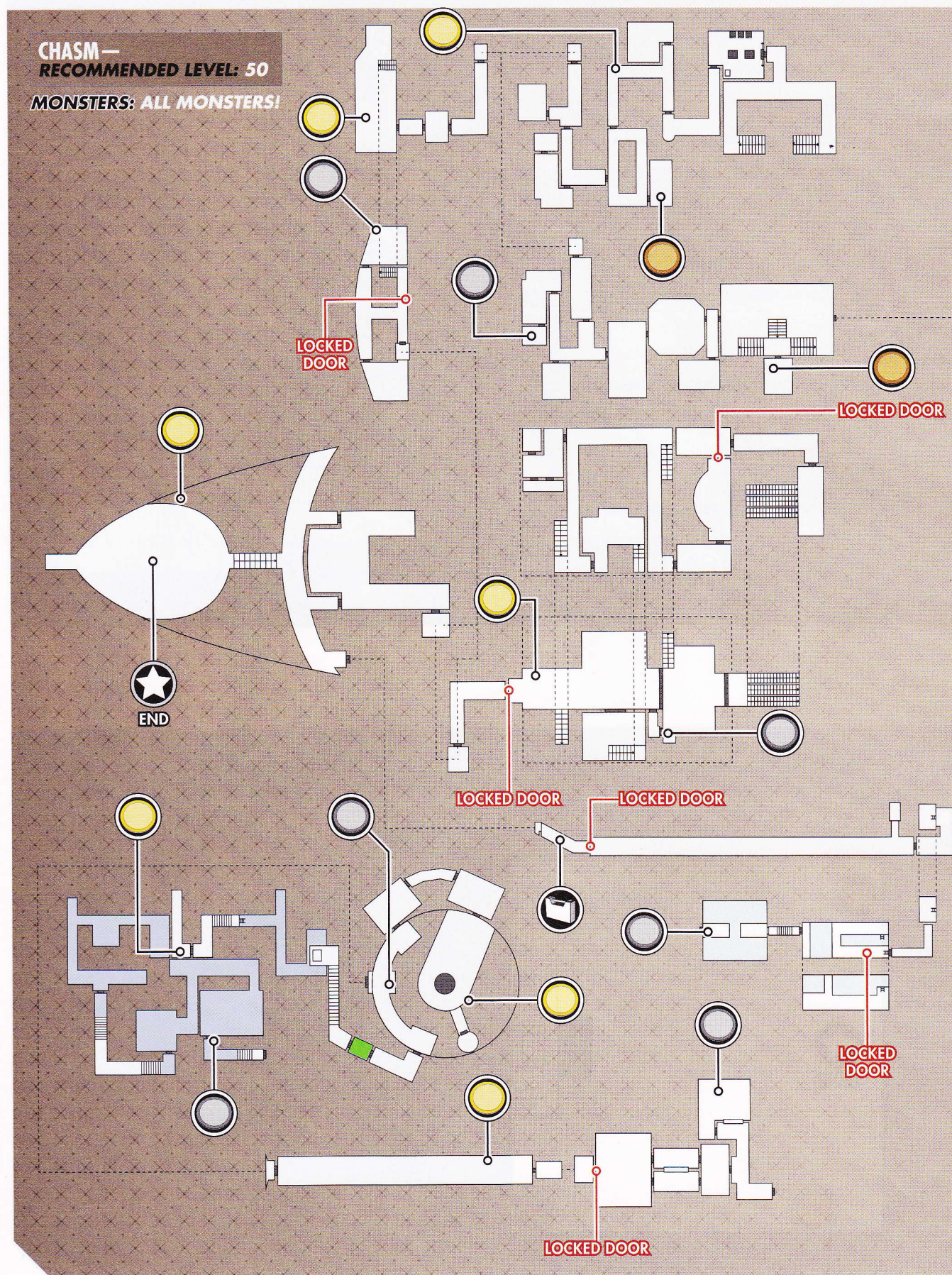
MONSTERS: REGULAR OOZE, PINCHER OOZE, SHOOTER OOZE, RACHAEL OOZE, WALL BLISTER, SCARMIGLIONE, DRAGHIGNAZZO, SCAGDEAD A, SCAGDEAD B, NORMAN

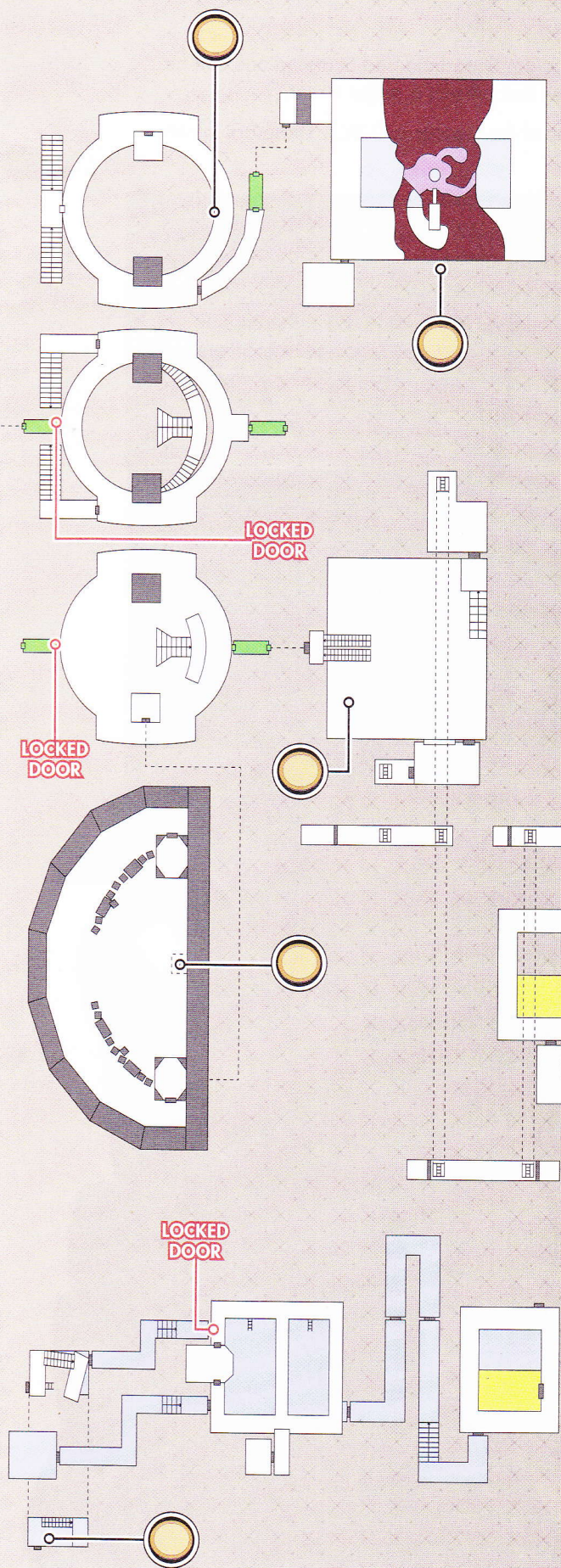


◀ BONUS STAGE: GHOST SHIP

CHASM —
RECOMMENDED LEVEL: 50

MONSTERS: ALL MONSTERS!



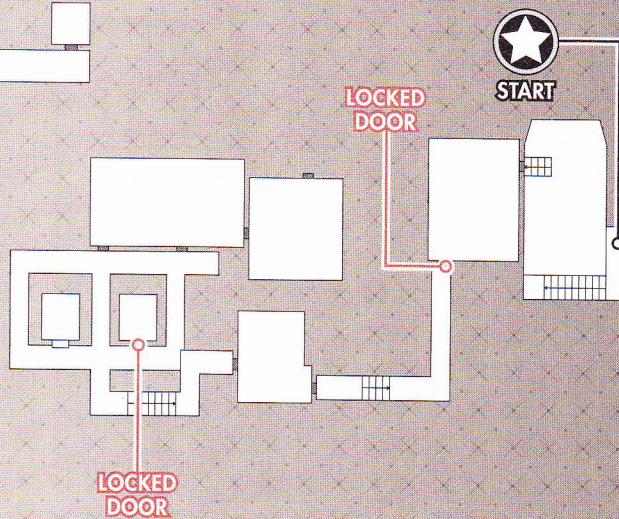


The Ghost Ship level is an epic, end-game battle for players who have mastered Raid Mode. You start at the stern of the *Queen Zenobia* (in the same spot Jill first lands on the ship in campaign mode.) You then have to fight through progressively more and more difficult monsters. B.O.W. creatures start at level 1 and ramp all the way up to 60.

One of the most difficult challenges on The Ghost Ship is that there is no ammunition available on board. You must have fully upgraded ammunition stores to have any chance of making it to the end of the ship. Additionally, ammo-regenerating Custom Parts like Bottomless Pouch and Cornucopia are vital. At the same time, Custom Parts that cause enemies to drop more ammunition are useless, since enemies never drop ammunition.

Once you make it to the Bow of the *Queen Zenobia*, you face several waves of each type of creature featured in *Resident Evil Revelations*. Each of these waves is made up of level 60 creatures, as well as at least one boss.

If you can survive all of the waves, you will enter a final battle with "Ghost Norman" a super-powered version of the game's main boss. The fight with "Ghost Norman" can take as long as an hour, so be sure to set aside plenty of time!



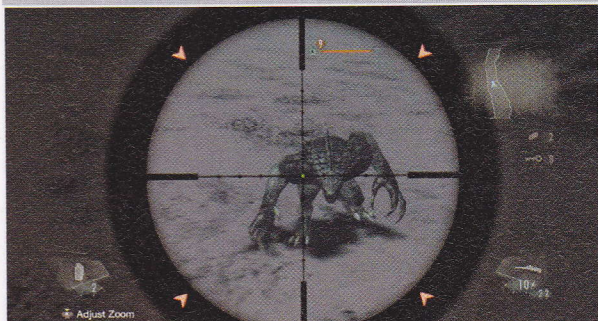
RAID BESTIARY

Raid Mode features a wider assortment of monsters than the campaign. Scagdead and Scarmiglione can be weaker, but regular Oozes can be transformed into gigantic bosses that present a major threat.

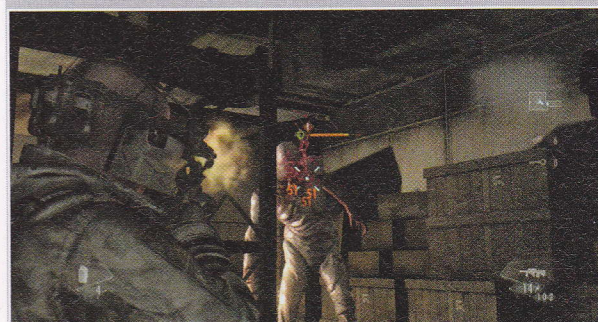
As you play through the game, you encounter powered-up versions of the regular B.O.W.s. These are mini-boss creatures that gain bonuses, stats, and abilities.



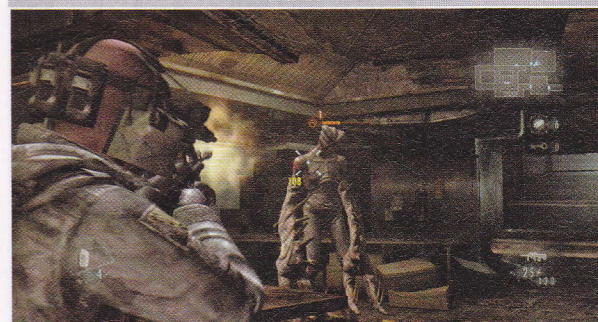
The Rogue: Rogue B.O.W.s move significantly faster than their regular counterparts. They are also very small, which makes them harder to hit.



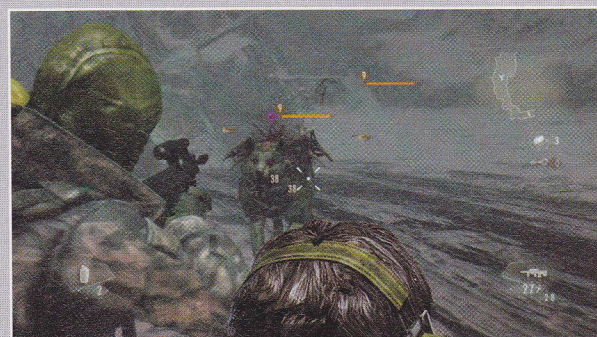
The Tank: Tank B.O.W.s have significant health and defense. They are also resistant to knock-back and charge through your attacks.



The Berserker: Berserkers' specialty is to inflict a lot of extra damage on the player. They attack with more ferocity and more easily knock the player back.

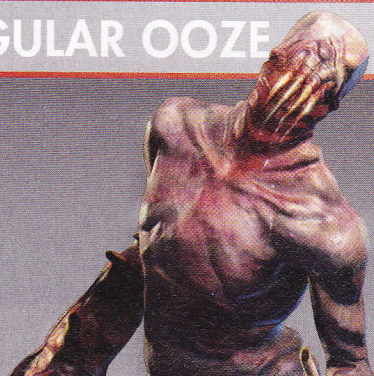


The Boss: Boss variants of the monsters have better resistances against attacks, more health, greater speed, and stronger attacks. Boss types have different resistances than their regular counterparts. For instance, a regular Ooze is weak against shotguns. However, the boss counterpart is weak against rifles.



MONSTER TYPES

REGULAR OOZE



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	185%	130%	180%	70%	120%
Rogue	150%	130%	80%	300%	70%
Tank	185%	180%	120%	50%	140%
Boss	155%	150%	160%	140%	120%

Regular Resistances

Weak Against: Fists, Shotgun

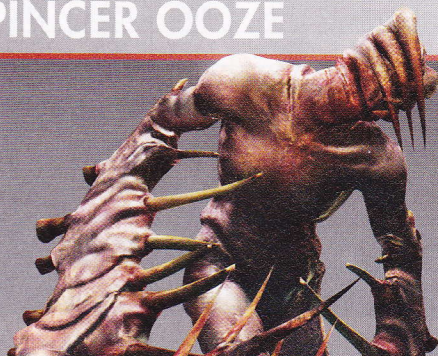
Strong Against: None

Boss Resistances

Weak Against: Rifle, Shock

Strong Against: Handgun, Rocket Launcher

PINCER OOZE



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	185%	120%	180%	80%	120%
Rogue	150%	120%	80%	250%	70%
Tank	165%	160%	120%	40%	140%
Boss	155%	140%	150%	150%	120%

Regular Resistances

Weak Against: Rifle, Magnum

Strong Against: None

Boss Resistances

Weak Against: Fists, Melee

Strong Against: Magnum, Rocket Launcher

SHOOTER OOZE



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	185%	150%	200%	80%	120%
Rogue	150%	120%	80%	250%	70%
Tank	165%	170%	120%	60%	140%
Boss	155%	150%	150%	150%	120%

Regular Resistances

Weak Against: Knife, Handgun

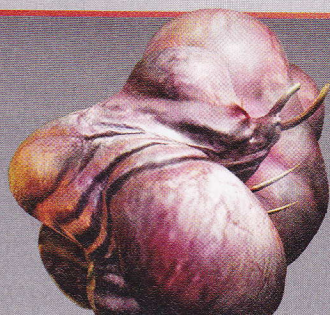
Strong Against: None

Boss Resistances

Weak Against: Shotgun, Machine Gun

Strong Against: Rifle, Rocket Launcher

EXPLODER OOZE



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	200%	185%	200%	70%	120%
Rogue	150%	150%	80%	200%	75%
Tank	200%	300%	130%	50%	140%
Boss	150%	200%	150%	130%	120%

Regular Resistances

Weak Against: Handgun, Explosives

Strong Against: Shotgun, Rifle

Boss Resistances

Weak Against: Magnum, Explosives

Strong Against: Handgun, Shotgun, Rifle, Machine Gun, Assault Rifle, Rocket Launcher

RACHAEL



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	100%	140%	220%	80%	100%
Rogue	25%	130%	80%	140%	70%
Tank	100%	170%	120%	50%	120%
Boss	80%	140%	150%	120%	100%

Regular Resistances

Weak Against: Machine Gun, Fists

Strong Against: Knife, Magnum, Shock

Boss Resistances

Weak Against: Assault Rifle, Knife

Strong Against: Magnum, Shock, Fists, Rocket Launcher

GLOBSTER



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	185%	150%	200%	85%	98%
Rogue	150%	110%	80%	250%	55%
Tank	185%	220%	140%	50%	108%
Boss	155%	180%	160%	150%	98%

Regular Resistances

Weak Against: Machine Gun, Shock

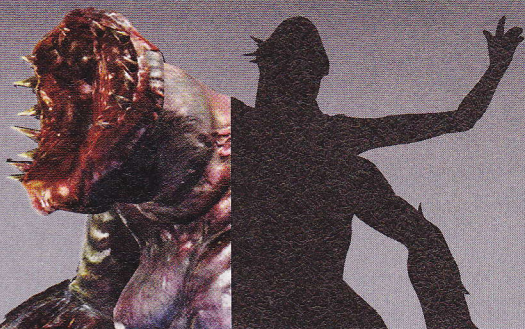
Strong Against: Magnum, Explosives

Boss Resistances

Weak Against: Magnum, Knife

Strong Against: Handgun, Machine Gun, Shock, Rocket Launcher

SCAGDEAD



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	175%	150%	190%	85%	120%
Rogue	150%	120%	80%	260%	70%
Tank	175%	200%	130%	60%	140%
Boss	155%	150%	150%	150%	120%

Regular Resistances

Weak Against: Fists, Shotgun

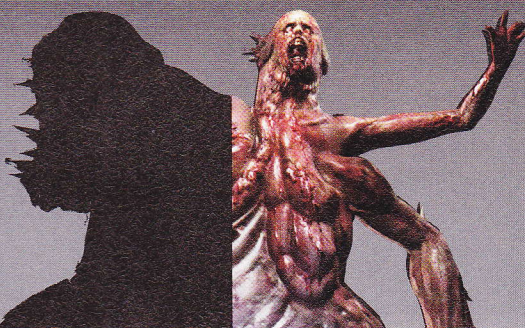
Strong Against: Rifle, Machine Gun, Assault Rifle, Magnum, Explosives

Boss Resistances

Weak Against: Rifle, Shock

Strong Against: Shotgun, Machine Gun, Assault Rifle, Magnum, Explosives, Rocket Launcher

SCAGDEAD B



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	175%	160%	100%	85%	125%
Rogue	130%	130%	100%	300%	75%
Tank	150%	210%	100%	65%	145%
Boss	120%	160%	100%	120%	125%

Regular Resistances

Weak Against: Assault Rifle, Knife

Strong Against: Shotgun, Machine Gun, Magnum, Explosives

Boss Resistances

Weak Against: Handgun, Machine Gun

Strong Against: Shotgun, Rifle, Assault Rifle, Knife, Explosives, Rocket Launcher

NORMAN



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	100%	100%	150%	90%	110%
Rogue	100%	100%	130%	220%	68%
Tank	100%	100%	150%	50%	130%
Boss	100%	100%	200%	150%	100%

Regular Resistances

Weak Against: Explosives, Fists
Strong Against: Shotgun, Machine Gun, Assault Rifle, Magnum, Shock, Rocket Launcher

Boss Resistances

Weak Against: Knife, Shock
Strong Against: Shotgun, Rifle, Machine Gun, Assault Rifle, Magnum, Explosives, Rocket Launcher

GHOST NORMAN



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	N/A	N/A	N/A	N/A	N/A
Rogue	N/A	N/A	N/A	N/A	N/A
Tank	N/A	N/A	N/A	N/A	N/A
Boss	100%	130%	250%	100%	100%

Boss Resistances

Weak Against: Explosives, Fists
Strong Against: Shotgun, Machine Gun, Assault Rifle, Magnum, Shock, Rocket Launcher

Enraged State Resistances

Weak Against: Rifle, Magnum
Strong Against: Knife, Handgun, Shotgun, Submachine Gun, Machine Gun, Magnum, Explosives, Shock Grenades, Rocket Launcher

SEA CREEPER



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	185%	150%	200%	80%	115%
Rogue	150%	120%	80%	200%	80%
Tank	185%	180%	130%	60%	130%
Boss	200%	150%	160%	140%	100%

Regular Resistances

Weak Against: Rifle, Shock
Strong Against: Explosives

Boss Resistances

Weak Against: Shotgun, Explosives
Strong Against: Machine Gun, Assault Rifle, Shock, Rocket Launcher

GHIOZZO



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	185%	160%	200%	80%	180%
Rogue	150%	120%	80%	220%	60%
Tank	185%	240%	160%	160%	140%
Boss	155%	160%	160%	140%	180%

Regular Resistances

Weak Against: Magnum, Shock
Strong Against: None

Boss Resistances

Weak Against: Rifle, Assault Rifle
Strong Against: Handgun, Shock, Rocket Launcher

ACULEOZZO



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	185%	150%	200%	80%	180%
Rogue	150%	110%	80%	240%	60%
Tank	185%	220%	120%	50%	250%
Boss	155%	150%	150%	150%	180%

Regular Resistances

Weak Against: Knife, Shock

Strong Against: Explosives, Rocket Launcher

Boss Resistances

Weak Against: Machine Gun, Explosives

Strong Against: Handgun, Shock, Rocket Launcher

SCARMIGLIONE



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	175%	130%	200%	85%	115%
Rogue	130%	85%	65%	240%	75%
Tank	175%	200%	130%	50%	130%
Boss	145%	180%	150%	150%	115%

Regular Resistances

Weak Against: Handgun, Shock

Strong Against: Shotgun, Machine Gun, Assault Rifle

Boss Resistances

Weak Against: Machine Gun, Assault Rifle

Strong Against: Handgun, Magnum, Shock, Rocket Launcher

DRAGHIGNAZZO



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	175%	160%	160%	80%	115%
Rogue	150%	120%	80%	160%	90%
Tank	175%	210%	110%	50%	130%
Boss	155%	160%	130%	130%	115%

Regular Resistances

Weak Against: Handgun, Shock

Strong Against: Shotgun, Rifle, Machine Gun, Assault Rifle, Magnum, Explosives

Boss Resistances

Weak Against: Machine Gun, Assault Rifle

Strong Against: Shotgun, Rifle, Magnum, Shock, Rocket Launcher

BABY DRAGHIGNAZZO



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	155%	150%	200%	90%	110%
Rogue	60%	100%	80%	200%	60%
Tank	155%	210%	130%	60%	130%
Boss	135%	150%	160%	140%	110%

Regular Resistances

Weak Against: Shotgun, Explosives

Strong Against: Handgun, Magnum, Shock

Boss Resistances

Weak Against: Handgun, Magnum

Strong Against: Rifle, Rocket Launcher

FENRIR



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	185%	250%	220%	70%	160%
Rogue	150%	200%	80%	200%	70%
Tank	185%	500%	140%	50%	200%
Boss	155%	300%	180%	130%	160%

Regular Resistances

Weak Against: Knife, Explosives

Strong Against: None

Boss Resistances

Weak Against: Handgun, Shock

Strong Against: Assault Rifle, Knife, Explosives, Rocket Launcher

BLACK FENRIR



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	185%	250%	220%	70%	190%
Rogue	150%	200%	80%	200%	60%
Tank	160%	400%	120%	50%	210%
Boss	155%	300%	180%	140%	190%

Regular Resistances

Weak Against: Rifle, Assault

Strong Against: Explosives

Boss Resistances

Weak Against: Shotgun, Knife

Strong Against: Magnum, Rocket Launcher

HUNTER



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	185%	180%	200%	60%	140%
Rogue	125%	120%	80%	320%	60%
Tank	160%	200%	120%	50%	160%
Boss	155%	160%	150%	180%	140%

Regular Resistances

Weak Against: Assault Rifle, Magnum

Strong Against: Shotgun

Boss Resistances

Weak Against: Rifle, Fists

Strong Against: Machine Gun, Rocket Launcher

FARFARELLO



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	175%	200%	220%	80%	140%
Rogue	150%	160%	80%	250%	60%
Tank	155%	220%	130%	50%	170%
Boss	155%	180%	160%	170%	140%

Regular Resistances

Weak Against: Machine Gun, Fists

Strong Against: Rifle, Assault Rifle, Magnum

Boss Resistances

Weak Against: Knife, Explosion

Strong Against: Shotgun, Assault Rifle, Rocket Launcher

WALL BLISTER



Type	Bonus HP	Special Defense	Attack	Speed	Size
Berserker	120%	150%	100%	90%	120%
Rogue	80%	110%	100%	200%	45%
Tank	185%	220%	100%	75%	140%
Boss	100%	150%	100%	120%	120%

Regular Resistances

Weak Against: Magnum, Shock

Strong Against: Shotgun, Rifle, Machine Gun, Assault Rifle

Boss Resistances

Weak Against: Rifle, Explosives

Strong Against: Shotgun, Machine Gun, Assault Rifle, Magnum, Rocket Launcher

APPENDIX: COMPLETE CUSTOM PARTS LIST

Upgrades	Price	Handgun	Shotgun	Machine Gun	Rifle	Magnum	Description
Damage 1	18325	x	x	x	x	x	Ups firepower by 4%.
Damage 2	25892	x	x	x	x	x	Ups firepower by 6%.
Damage 3	47023	x	x	x	x	x	Ups firepower by 8%.
Damage 4	96035	x	x	x	x	x	Ups firepower by 10%.
Damage 5	117565	x	x	x	x	x	Ups firepower by 12%.
Damage 6	169213	x	x	x	x	x	Ups firepower by 15%.
Fire Rate 1	15217	x	x	x	x	x	Ups firing rate by 10%.
Fire Rate 2	30395	x	x	x	x	x	Ups firing rate by 16%.
Fire Rate 3	96035	x	x	x	x	x	Ups firing rate by 22%.
Fire Rate 4	141914	x	x	x	x	x	Ups firing rate by 28%.
Long Magazine 1	12531	x	x	x	x	x	Ups Capacity by 10%.
Long Magazine 2	15217	x	x	x	x	x	Ups Capacity by 20%.
Long Magazine 3	25892	x	x	x	x	x	Ups Capacity by 30%.
Long Magazine 4	30395	x	x	x	x	x	Ups Capacity by 40%.
Long Magazine 5	47023	x	x	x	x	x	Ups Capacity by 50%.
Long Magazine 6	53672	x	x	x	x	x	Ups Capacity by 60%.
Long Magazine 7	77194	x	x	x	x	x	Ups Capacity by 70%.
Long Magazine 8	86287	x	x	x	x	x	Ups Capacity by 80%.
Long Magazine 9	106456	x	x	x	x	x	Ups Capacity by 90%.
Long Magazine 10	117565	x	x	x	x	x	Ups Capacity by 100%.
Bind 1	12531	x	—	x	—	—	Ups stopping power by 60%.
Bind 2	18325	—	x	—	x	x	Ups stopping power by 70%.
Bind 3	47023	x	—	x	—	—	Ups stopping power by 90%.
Bind 4	53672	—	x	—	x	x	Ups stopping power by 100%.
Bind 5	96035	x	x	x	x	x	Ups stopping power by 120%.
Daze 1	21876	x	—	x	—	—	Ups power to put enemy into a daze by 40%.
Daze 2	25892	—	x	—	x	x	Ups power to put enemy into a daze by 30%.
Daze 3	60904	x	—	x	—	—	Ups power to put enemy into a daze by 60%.

Upgrades	Price	Handgun	Shotgun	Machine Gun	Rifle	Magnum	Description
Daze 4	68739	—	x	—	x	x	Ups power to put enemy into a daze by 50%.
Daze 5	117565	x	x	x	x	x	Ups power to put enemy into a daze by 80%.
Enrage 1	10241	x	x	x	x	x	Raises the degree of how much aggression an enemy will feel towards you when you attack it by 200%.
Enrage 2	30395	x	x	x	x	x	Raises the degree of how much aggression an enemy will feel towards you when you attack it by 400%.
Cloak 1	10241	x	x	x	x	x	Lowers the degree of how much aggression an enemy will feel towards you when you attack it by -40%.
Cloak 2	30395	x	x	x	x	x	Lowers the degree of how much aggression an enemy will feel towards you when you attack it by -80%.
Piercing 1	141914	x	x	x	x	x	Ups Piercing power by 1.
Piercing 2	199584	x	x	x	x	x	Ups Piercing power by 2.
Critical 1	21876	x	x	x	x	x	Ups critical rate by 10%.
Critical 2	30395	x	x	x	x	x	Ups critical rate by 12%.
Critical 3	40941	x	x	x	x	x	Ups critical rate by 16%.
Critical 4	53672	x	x	x	x	x	Ups critical rate by 22%.
Critical 5	106456	x	x	x	x	x	Ups critical rate by 26%.
Burst 2	1293790	x	x	x	x	x	Fires two consecutive shots with one trigger pull.
Burst 3	1840060	x	x	x	x	x	Fires three consecutive shots with one trigger pull.
Full Burst	3541860	x	x	x	x	x	Fires all remaining ammo consecutively with one trigger pull.
Easy Hit 1	6756	x	x	—	x	x	Widens the area where shots will hit by 140%.
Easy Hit 2	18325	x	x	—	x	x	Widens the area where shots will hit by 220%.
Easy Hit 3	47023	x	x	—	x	x	Widens the area where shots will hit by 300%.
Grenade Launcher	3541860	x	x	x	—	—	Throwing grenades while aiming will allow you to throw them in line with your aim.
Cornucopia 1	1551870	x	—	x	—	—	Restores your ammo by 5 every 30 seconds.
Cornucopia 2	1692130	—	x	—	x	—	Restores your ammo by 2 every 30 seconds.
Cornucopia 3	2159600	x	—	x	—	—	Restores your ammo by 8 every 30 seconds.
Cornucopia 4	2331500	—	x	—	x	—	Restores your ammo by 3 every 30 seconds.
Cornucopia 5	3541860	—	—	—	—	x	Restores your ammo by 1 every 30 seconds.
Auto Loader 1	3541860	x	—	—	—	—	Fire your weapon without reloading.

Upgrades	Price	Handgun	Shotgun	Machine Gun	Rifle	Magnum	Description
Auto Loader 2	3541860	—	x	—	—	—	Fire your weapon without reloading.
Auto Loader 3	3541860	—	—	x	—	—	Fire your weapon without reloading.
Auto Loader 4	3541860	—	—	—	x	—	Fire your weapon without reloading.
Auto Loader 5	3541860	—	—	—	—	x	Fire your weapon without reloading.
Edge Runner 1	47023	x	x	x	x	x	Firepower goes up as your health goes down. Maximum change is 30%.
Edge Runner 2	117565	x	x	x	x	x	Firepower goes up as your health goes down. Maximum change is 40%.
Edge Runner 3	233150	x	x	x	x	x	Firepower goes up as your health goes down. Maximum change is 50%.
Infighter 1	60904	x	x	x	x	x	Firepower goes up as your distance from the target closes to under four meters. Maximum change is 10%.
Infighter 2	106456	x	x	x	x	x	Firepower goes up as your distance from the target closes to under four meters. Maximum change is 16%.
Infighter 3	251168	x	x	x	x	x	Firepower goes up as your distance from the target closes to under four meters. Maximum change is 22%.
Outrange 1	60904	x	x	x	x	x	Firepower goes up as your distance from the target exceed four meters. Maximum change is 10%.
Outrange 2	106456	x	x	x	x	x	Firepower goes up as your distance from the target exceed four meters. Maximum change is 16%.
Outrange 3	251168	x	x	x	x	x	Firepower goes up as your distance from the target exceed four meters. Maximum change is 22%.
Gluttony 1	3541860	x	—	—	—	—	Ammo in your inventory will be used when ammo in weapon is depleted.
Gluttony 2	3541860	—	x	—	—	—	Ammo in your inventory will be used when ammo in weapon is depleted.
Gluttony 3	3541860	—	—	x	—	—	Ammo in your inventory will be used when ammo in weapon is depleted.
Gluttony 4	3541860	—	—	—	x	—	Ammo in your inventory will be used when ammo in weapon is depleted.
Gluttony 5	25000000	—	—	—	—	x	Ammo in your inventory will be used when ammo in weapon is depleted.
Narrow 1	21876	—	x	—	—	—	Shotgun's scatter range becomes narrower by 5 Degrees.
Narrow 2	47023	—	x	—	—	—	Shotgun's scatter range becomes narrower by 10 Degrees.

Upgrades	Price	Handgun	Shotgun	Machine Gun	Rifle	Magnum	Description
Wide 1	12531	—	x	—	—	—	Shotgun's scatter range becomes wider by 3 Degrees.
Wide 2	30395	—	x	—	—	—	Shotgun's scatter range becomes wider by 6 Degrees.
Charge Shot 1	1419140	x	x	—	x	—	You can perform a charge shot by holding down the fire button. Charge time is short.
Charge Shot 2	1419140	x	x	—	x	x	"You can perform a charge shot by holding down the fire button. Charge time is long, but firepower goes up."
Charge Shot 3	1995840	x	x	—	x	—	"You can perform a charge shot by holding down the fire button. Charge time is longer than Charge 2, but firepower goes up."
Charge Shot 4	1995840	x	x	—	x	x	You can perform a charge shot by holding down the fire button.
Reloader 1	30395	x	—	—	—	—	Ups reload speed by 28%.
Reloader 2	35404	—	x	—	—	—	Ups reload speed by 20%.
Reloader 3	40941	—	—	x	—	—	Ups reload speed by 20%.
Reloader 4	47023	—	—	—	x	—	Ups reload speed by 20%.
Reloader 5	53672	—	—	—	—	x	Ups reload speed by 40%.
Reloader 6	53672	x	—	—	—	—	Ups reload speed by 30%.
Reloader 7	60904	—	x	—	—	—	Ups reload speed by 30%.
Reloader 8	68739	—	—	x	—	—	Ups reload speed by 30%.
Reloader 9	77194	—	—	—	x	—	Ups reload speed by 30%.
Reloader 10	86287	—	—	—	—	x	Ups reload speed by 25%.
Brass Knuckles 1	35404	x	x	x	x	x	Ups physical attack damage by 30%.
Brass Knuckles 2	96035	x	x	x	x	x	Ups physical attack damage by 50%.
Bottomless Pouch 1	9600000	x	x	x	x	x	1 Grenade will regenerate every 180 seconds.
Bottomless Pouch 2	9700000	x	x	x	x	x	1 Shock Grenade will regenerate every 180 seconds.
Bottomless Pouch 3	9800000	x	x	x	x	x	1 Decoy will regenerate every 180 seconds.
Bottomless Pouch 4	9900000	x	x	x	x	x	1 Pulse Grenades will regenerate every 180 seconds.
Bottomless Pouch 5	1840060	x	x	x	x	x	1 Grenade will regenerate every 120 seconds.
Bottomless Pouch 6	1995840	x	x	x	x	x	1 Shock Grenade will regenerate every 120 seconds.
Bottomless Pouch 7	2159600	x	x	x	x	x	1 Decoy will regenerate every 120 seconds.
Bottomless Pouch 8	2331500	x	x	x	x	x	1 Pulse Grenades will regenerate every 120 seconds.
Aura of Strength 1	12531	x	x	x	x	x	Your partner's defense and attack power will go up 12% if they are within 3 meters of you.
Aura of Strength 2	30395	x	x	x	x	x	Your partner's defense and attack power will go up 18% if they are within 4 meters of you.

Upgrades	Price	Handgun	Shotgun	Machine Gun	Rifle	Magnum	Description
Aura of Strength 3	60904	x	x	x	x	x	Your partner's defense and attack power will go up 24% if they are within 5 meters of you.
Medical Kit 1	15217	x	x	x	x	x	Your partner will also recover health if they are within 2 meters of you when you use a herb.
Medical Kit 2	35404	x	x	x	x	x	Your partner will also recover health if they are within 5 meters of you when you use a herb.
Medical Kit 3	68739	x	x	x	x	x	Your partner will also recover health if they are within 8 meters of you when you use a herb.
Fertilizer 1	25892	x	x	x	x	x	Enemies will have a 15% drop rate for herbs.
Fertilizer 2	40941	x	x	x	x	x	Enemies will have a 20% drop rate for herbs.
Fertilizer 3	60904	x	x	x	x	x	Enemies will have a 25% drop rate for herbs.
Ammo Magnet 1	53672	x	—	x	—	—	Enemies will have a 15% bonus drop rate for ammo.
Ammo Magnet 2	68739	—	x	—	x	—	Enemies will have a 12% bonus drop rate for ammo.
Ammo Magnet 3	86287	—	—	—	—	x	Enemies will have a 10% bonus drop rate for ammo.
Ammo Magnet 4	117565	x	—	x	—	—	Enemies will have a 22% bonus drop rate for ammo.
Ammo Magnet 5	141914	—	x	—	x	—	Enemies will have a 18% bonus drop rate for ammo.
Ammo Magnet 6	169213	—	—	—	—	x	Enemies will have a 16% bonus drop rate for ammo.
Ammo Magnet 7	251168	x	—	x	—	—	Enemies will have a 30% bonus drop rate for ammo.
Ammo Magnet 8	251168	—	x	—	x	—	Enemies will have a 25% bonus drop rate for ammo.
Ammo Magnet 9	251168	—	—	—	—	x	Enemies will have a 22% bonus drop rate for ammo.
Metal Detector 1	30395	x	x	x	x	x	Enemies will have a 16% bonus drop rate for BP.
Metal Detector 2	53672	x	x	x	x	x	Enemies will have a 23% bonus drop rate for BP.
Metal Detector 3	960350	x	x	x	x	x	Enemies will have a 30% bonus drop rate for BP.
Medal of Courage	1293790	x	x	x	x	x	Your adjusted level will be ignored when calculating damage.
Fangs 1	117565	x	—	—	—	—	"Every time you inflict damage on an enemy, you will regain 1.5% HP."
Fangs 2	184006	x	—	—	—	—	"Every time you inflict damage on an enemy, you will regain 2.5% HP."
Fangs 3	251168	x	—	—	—	—	"Every time you inflict damage on an enemy, you will regain 3.5% HP."

Upgrades	Price	Handgun	Shotgun	Machine Gun	Rifle	Magnum	Description
Dehumanizer 1	96035	x	x	x	x	x	Ups the damage you do to humanoid enemies by 12%. Damage to other enemies is decreased 30%.
Dehumanizer 2	141914	x	x	x	x	x	Ups the damage you do to humanoid enemies by 18%. Damage to other enemies is decreased 30%.
Dehumanizer 3	251168	x	x	x	x	x	Ups the damage you do to humanoid enemies by 24%. Damage to other enemies is decreased 30%.
Poisonous Lure 1	96035	x	x	x	x	x	Ups the damage you do to creatures of the sea by 12%.
Poisonous Lure 2	141914	x	x	x	x	x	Ups the damage you do to creatures of the sea by 18%.
Poisonous Lure 3	251168	x	x	x	x	x	Ups the damage you do to creatures of the sea by 24%.
Hunting Gear 1	96035	x	x	x	x	x	Ups the damage you do to Hunters and wolf-like creatures by 12%.
Hunting Gear 2	141914	x	x	x	x	x	Ups the damage you do to Hunters and wolf-like creatures by 18%.
Hunting Gear 3	251168	x	x	x	x	x	Ups the damage you do to Hunters and wolf-like creatures by 24%.
Giant Rabbit's Foot 1	96035	x	x	x	x	x	Ups the damage you do to strong enemies by 12%.
Giant Rabbit's Foot 2	141914	x	x	x	x	x	Ups the damage you do to strong enemies by 18%.
Giant Rabbit's Foot 3	251168	x	x	x	x	x	Ups the damage you do to strong enemies by 24%.
Green Belt 1	96035	x	x	x	x	x	Ups the damage you do to normal enemies by 12%.
Green Belt 2	141914	x	x	x	x	x	Ups the damage you do to normal enemies by 18%.
Green Belt 3	251168	x	x	x	x	x	Ups the damage you do to normal enemies by 24%.
Auto-shot	12531	x	x	x	x	x	You will fire upon enemies automatically just by aiming at them.

Please be sure to check out the DLC for *Resident Evil Revelations* where DLC is sold.



and more...

UNLOCKABLE CAMPAIGN ITEMS

You can unlock several special items by completing different tasks within the game. Here's a complete list of the items that can be earned:

CUSTOM PARTS: Charge Shot 3

Complete the campaign on Easy difficulty or higher.

Charge Shot 3 allows you to equip the Charge Shot mod on any weapon. This is great for magnum weapons, dramatically increasing the power of each shot (provided you have enough time to charge it).

CUSTOM PARTS: Edge Runner 2

Scan all enemy types.

You can find Edge Runner 1 in Parker's Government gun (see the walkthrough for Episode 10). Edge Runner 2 increases your damage based on how damage your character is by 200% and is usable on all weapons.

CUSTOM PARTS: Autoloader

Complete the campaign on Normal difficulty or higher without dying.

Autoloader is arguably the best Custom Part in the game because you no longer have to reload the weapon. This is an unbeatable mod for the Shotgun.

SPECIAL SHOTGUN: Hydra

Complete the campaign on Normal difficulty mode or higher.

SPECIAL HANDGUN: PC356

Defeat 150 enemies.

SPECIAL RIFLE: PSG-1

Scan 15 hidden handprints.

INFINITE ROCKET LAUNCHER

Complete the campaign on Infernal Mode or higher.

Infinite Rocket Launcher is just as it sounds. The Rocket Launcher appears in Jill's inventory and never runs out of ammo. This is crucial when going for the "No Deaths" playthrough, since it makes the boss fights significantly easier.

RAID MODE BONUS HERB

You receive a free herb if you attack the final medal at the end of a Raid Mode level with a fully charged melee attack.





HANDPRINT CHECKLIST

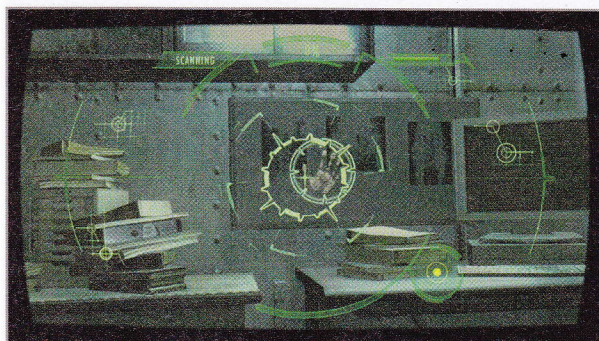
Use this checklist to keep track of the handprints you scan as you play through the game.



Handprint 1

Episode 1-2

On the second part of the beach, on the FBC container.



Handprint 4

Episode 1-3

Across from the place where you first see Rachael killed by the Oozes, on the X-ray board.



Handprint 2

Episode 1-3

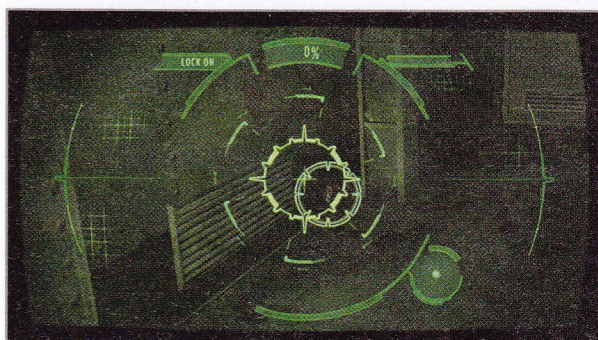
In the first kitchen area of the *Queen Zenobia*, on a vending machine.



Handprint 5

Episode 2-1

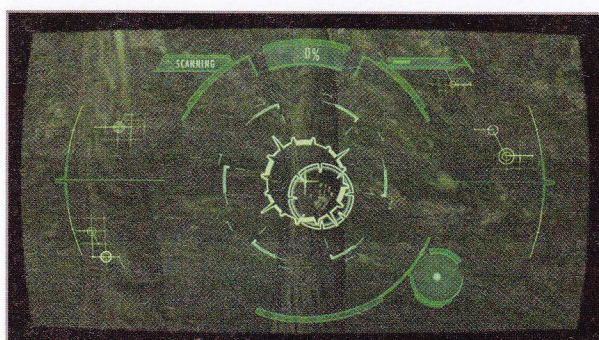
In the cockpit, near the place where Chris finds the Flight Plan.



Handprint 3

Episode 1-3

Near the place where Jill first enters the *Queen Zenobia*, in a hallway.



Handprint 6

Episode 2-1

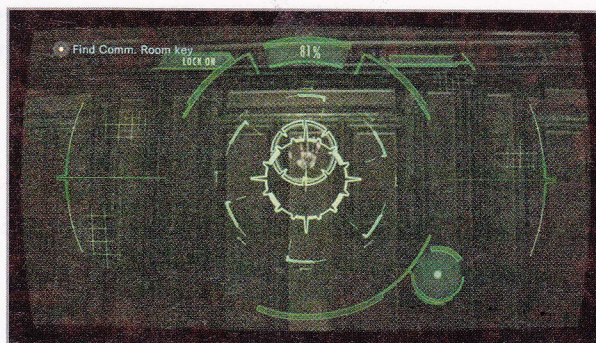
In the Fenrir cave, on a stalagmite.



Handprint 7

Episode 2-2

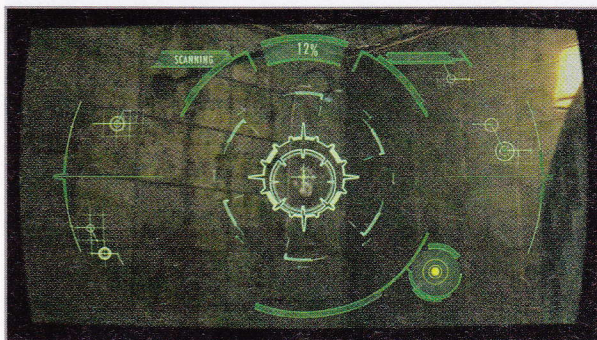
In the *Queen Zenobia's* Cafeteria, on the back of a turkey.



Handprint 11

Episode 3-2

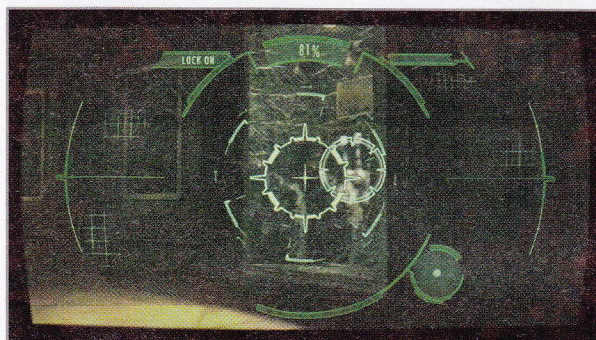
In the Hall of the *Queen Zenobia*, across from the Emergency Communications Room door.



Handprint 8

Episode 2-2

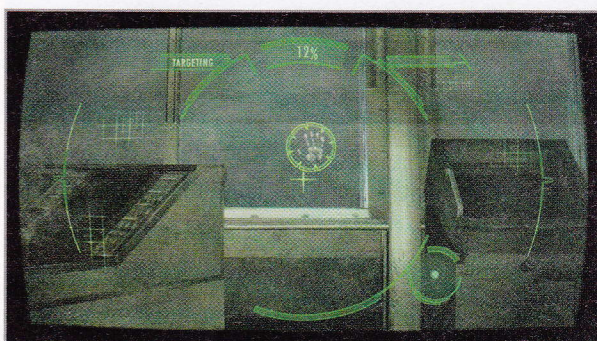
In the shower, where Jill first wakes up in Episode 2. You must first re-acquire the Genesis Scanner.



Handprint 12

Episode 3-2

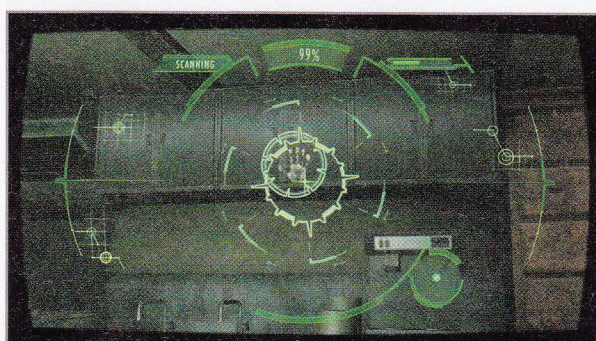
On the first floor of the Hall, look for an empty display area near the Casino door.



Handprint 9

Episode 2-2

On the *Queen Zenobia* Bridge. Look to the main window, behind the broken electronics.



Handprint 13

Episode 3-2

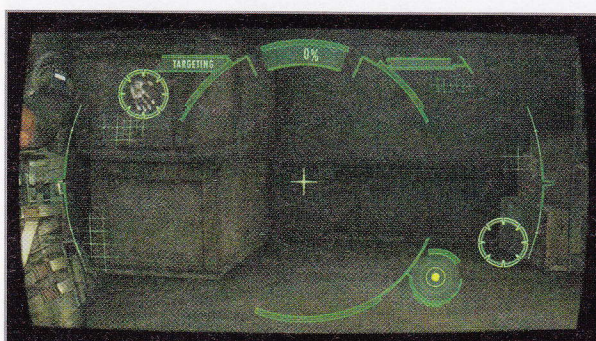
On the first floor of the *Queen Zenobia's* Promenade Deck area, in the kitchen.



Handprint 10

Episode 3-2

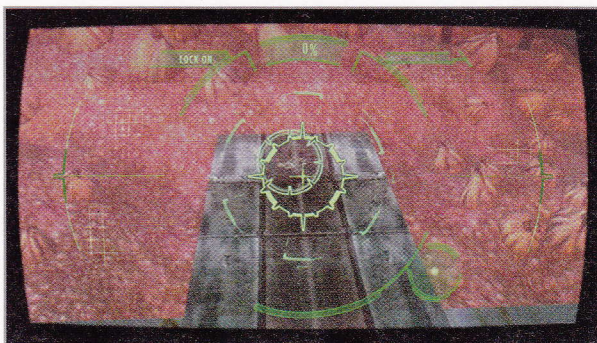
In the Solarium, in the purifier room.



Handprint 14

Episode 3-2

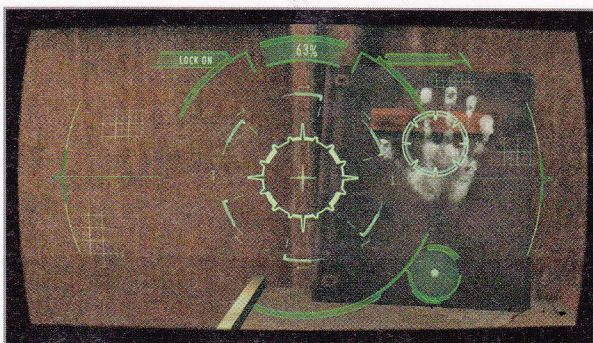
In the room where the first Scagdead appears in Episode 3, on a crate.



Handprint 15

Episode 4-1

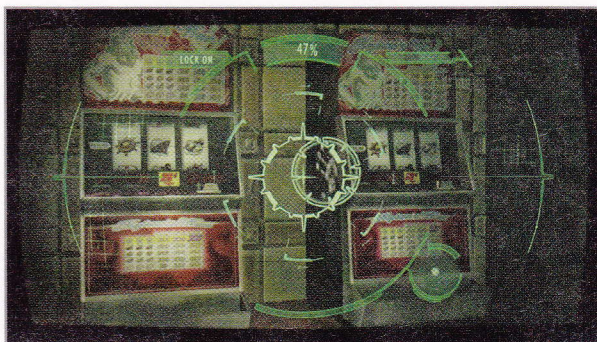
After you've purified the water, scan the diving board in the Solarium.



Handprint 19

Episode 5-2

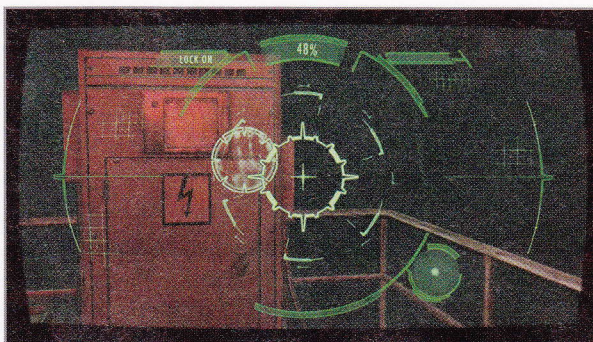
In the *Queen Zenobia's* Freight Lift area, beside a binder.



Handprint 16

Episode 4-1

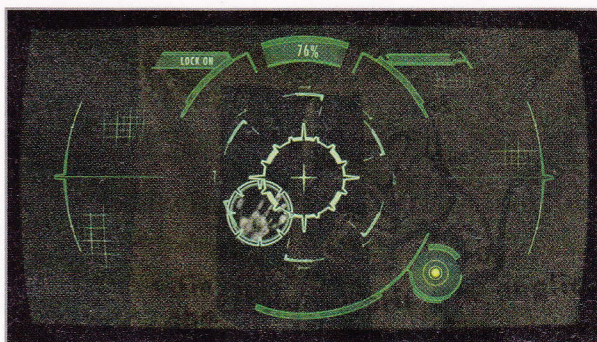
In the *Queen Zenobia's* Casino, on one of the slot machines.



Handprint 20

Episode 6-2

On the top of the communications tower, beside the puzzle box.



Handprint 17

Episode 4-1

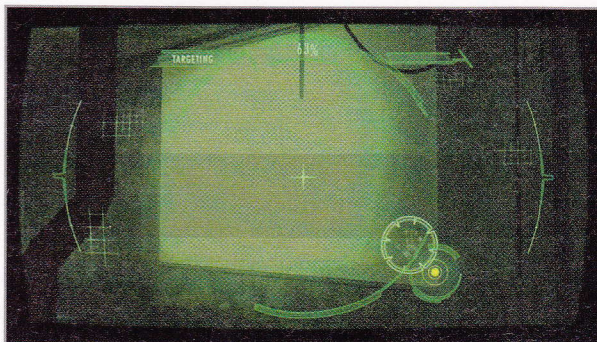
In the room where the Chris decoy appears on the *Queen Zenobia*, in the middle of the Veltro flag.



Handprint 21

Episode 7-1

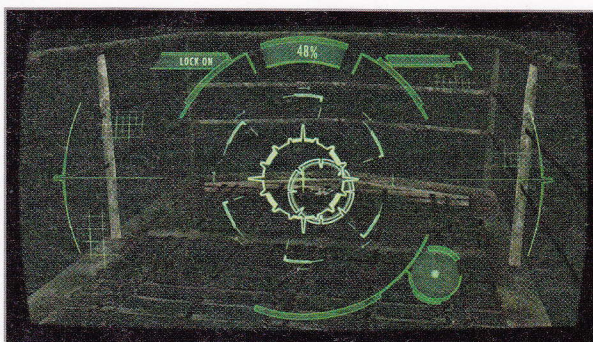
In the Foredeck of the *Queen Zenobia*, on one of the tables in the R&R area, near a map.



Handprint 18

Episode 5-1

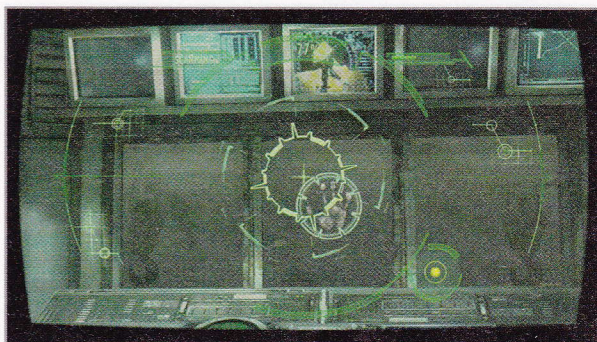
In the final Keith & Quint room, at the bottom-right corner of the projector screen.



Handprint 22

Episode 7-2

On the bow of the *Queen Zenobia*, before or after you set up the UAV in Episode 7.



Handprint 23

Episode 8-1

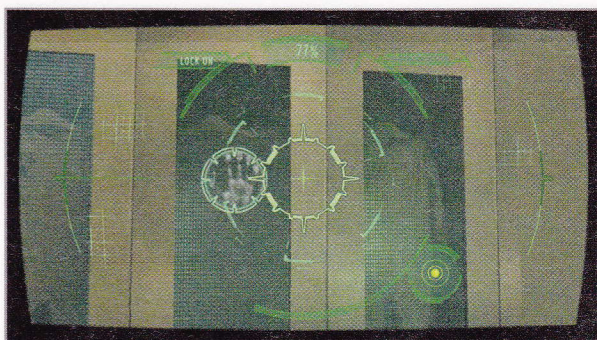
In the room overlooking the main Hold area of the ship. You can scan this in the timed portion of Episode 7, but it's safer to wait until Episode 8.



Handprint 27

Episode 9-2

In the second Laboratory work area, behind a computer, near the Veltro agent's "Journal" file.



Handprint 24

Episode 8-1

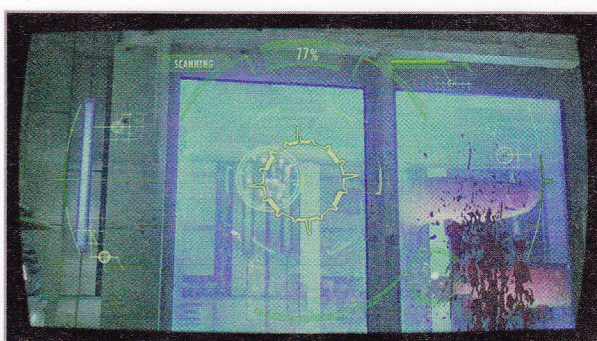
In the Laboratory changing room, on a locker.



Handprint 28

Episode 11-1

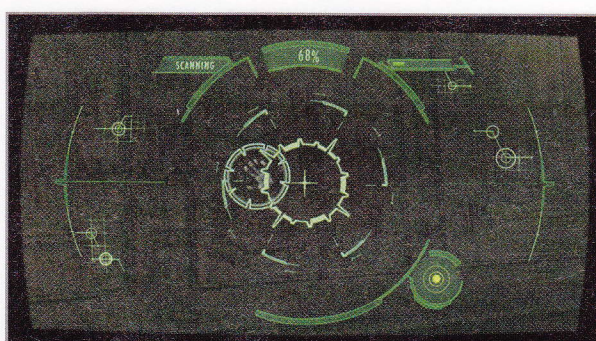
During the Zombie Whale boss battle, on a large pipe.



Handprint 25

Episode 8-3

In the Laboratory, on the side of the aquarium.



Handprint 29

Episode 12-2

In the bloody dining room, on the wall next to the bloody hash marks.



Handprint 26

Episode 9-2

In the laboratory, on the left side of the long tunnel.



Handprint 30

Episode 12-2

In the final battle, right below Norman's throne.

COSTUMES

You can unlock a multitude of costumes by finishing the achievements in both the Single Player and Raid Mode games. Costumes can be used in both Single Player and Raid Mode, but they provide bonus benefits only in Raid Mode.

JILL VALENTINE

COSTUME 1: MARINE ASSAULT



RAID MODE SKILLS

HANDGUN MASTERY 3

Handgun Reload Speed +100% Handgun Firing Rate +35%

MACHINE GUN MASTERY 3

Machine Gun Reload Speed +80% Machine Gun Firing Rate +35%

How to unlock for Raid Mode: Unlocked at start.

COSTUME 2: BSAA MISSION



RAID MODE SKILLS

HANDGUN MASTERY 4

Handgun Reload Speed +140% Handgun Firing Rate +45%

MACHINE GUN MASTERY 2

Machine Gun Reload Speed +50% Machine Gun Firing Rate +25%

How to unlock for Raid Mode: Obtain a super rare weapon.

COSTUME 3: PIRATE JILL



RAID MODE SKILLS

HANDGUN MASTERY 2

Handgun Reload Speed +70% Handgun Firing Rate +25%

MACHINE GUN MASTERY 2

Machine Gun Reload Speed +50% Machine Gun Firing Rate +25%

SHADOW DANCER 1

Dodge attacks more easily

How to unlock for Raid Mode: Clear The Ghost Ship bonus stage.

CHRIS REDFIELD

COSTUME 1: ARCTIC



RAID MODE SKILLS

SHOTGUN MASTERY 3

Shotgun Reload Speed +80%

Shotgun Firing Rate +25%

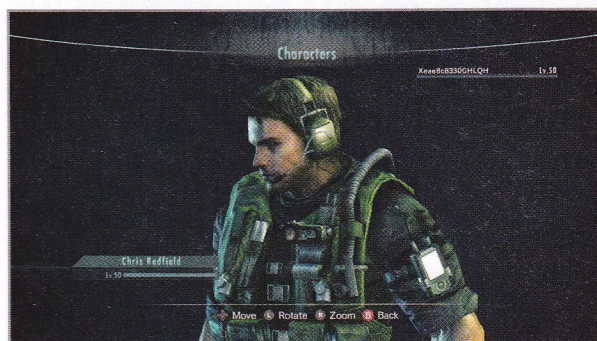
RIFLE MASTERY 1

Rifle Reload Speed +30%

Rifle Firing Rate +10%

How to unlock for Raid Mode: Unlocked at start.

COSTUME 2: BSAA MISSION



RAID MODE SKILLS

SHOTGUN MASTERY 2

Shotgun Reload Speed +50%

Shotgun Firing Rate +18%

RIFLE MASTERY 3

Rifle Reload Speed +80%

Rifle Firing Rate +25%

How to unlock for Raid Mode: Reach player level 30.

COSTUME 3: SAILOR



RAID MODE SKILLS

SHOTGUN MASTERY 2

Shotgun Reload Speed +50%

Shotgun Firing Rate +18%

RIFLE MASTERY 2

Rifle Reload Speed +50%

Rifle Firing Rate +18%

SHADOW DANCER 1

Invincible for 3 seconds after using herb.

How to unlock for Raid Mode: Inflict 100,000 points of damage to an enemy in one hit in Raid Mode.

PARKER LUCIANI

COSTUME 1: MARINE ASSAULT



RAID MODE SKILLS

SHOTGUN MASTERY 2

Shotgun Reload Speed +50%

Shotgun Firing Rate +18%

HARD HITTER

Melee Weapon Damage +200%

How to unlock for Raid Mode: Unlocked at start.

COSTUME 2: BSAA MISSION



RAID MODE SKILLS

HANDGUN MASTERY 3

Handgun Reload Speed +100%

Handgun Firing Rate +35%

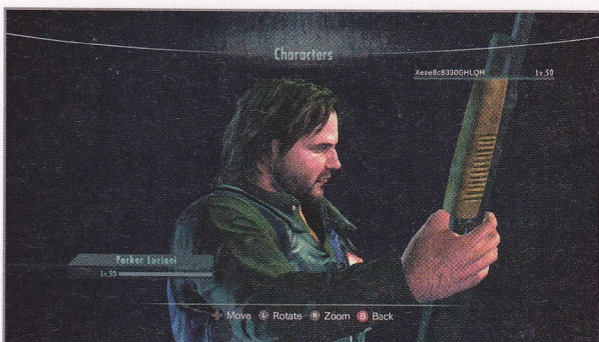
SHOTGUN MASTERY 3

Shotgun Reload Speed +80%

Shotgun Firing Rate +25%

How to unlock for Raid Mode: Earn 10 bonuses in Raid Mode.

COSTUME 3: FBC



RAID MODE SKILLS

HANDGUN MASTERY 2

Handgun Reload Speed +70%

Handgun Firing Rate +25%

SHOTGUN MASTERY 4

Shotgun Reload Speed +100%

Shotgun Firing Rate +35%

How to unlock for Raid Mode: Defeat 10,000 enemies in Raid Mode.

KEITH LUMLEY

COSTUME 1: ARCTIC



RAID MODE SKILLS

MACHINE GUN MASTERY 2

Machine Gun
Reload Speed +50%

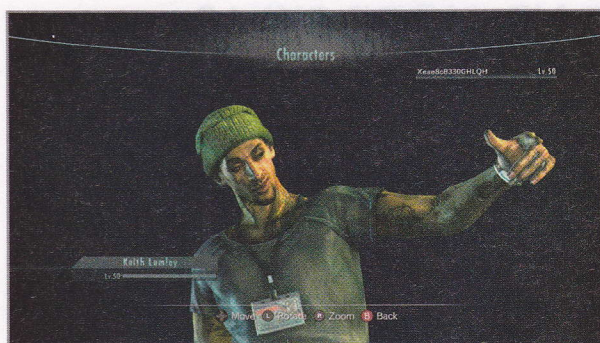
Machine Gun Firing Rate +25%

CC MASTERY 2

Physical Attack Damage +145% Melee Weapon Damage +145%

How to unlock for Raid Mode: Clear campaign Episodes 4 through 6.

COSTUME 2: OFFICE



RAID MODE SKILLS

MACHINE GUN MASTERY 1

Machine Gun
Reload Speed +30%

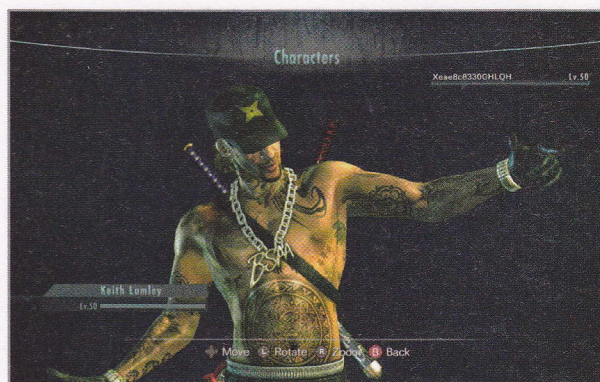
Machine Gun Firing Rate +15%

CC MASTERY 3

Physical Attack Damage +160% Melee Weapon Damage +160%

How to unlock for Raid Mode: Clear all stages on Chasm difficulty with an S Rank.

COSTUME 3: NINJA



RAID MODE SKILLS

MACHINE GUN MASTERY 1

Machine Gun
Reload Speed +30%

Machine Gun Firing Rate +15%

HARD HITTER

Melee Weapon Damage +200%

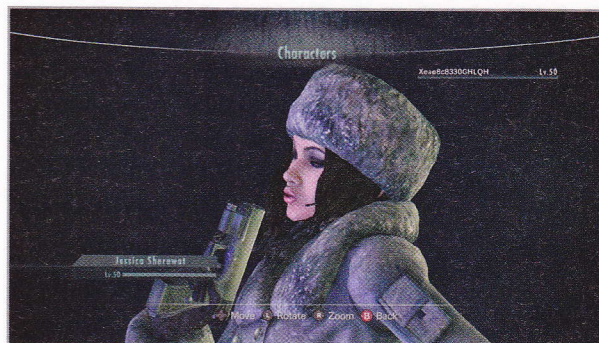
SHADOW DANCER 2

Dodge attacks more easily.

How to unlock for Raid Mode: Reach player level 50.

JESSICA SHERAWAT

COSTUME 1: ARCTIC



RAID MODE SKILLS

MACHINE GUN MASTERY 1

Machine Gun
Reload Speed +30%

Machine Gun Firing Rate +15%

RIFLE MASTERY 4

Rifle Reload Speed +100%

Rifle Firing Rate +35%

How to unlock for Raid Mode: Clear all Raid Mode stages on Chasm difficulty.

COSTUME 2: SCUBA



RAID MODE SKILLS

MACHINE GUN MASTERY 3

Machine Gun
Reload Speed +80%

Machine Gun Firing Rate +35%

RIFLE MASTERY 3

Rifle Reload Speed +80%

Rifle Firing Rate +35%

How to unlock for Raid Mode: Clear all Raid Mode stages on Trench difficulty.

COSTUME 3: FBC



RAID MODE SKILLS

MACHINE GUN MASTERY 2

Machine Gun
Reload Speed +50%

Machine Gun Firing Rate +25%

RIFLE MASTERY 2

Rifle Reload Speed +50%

Rifle Firing Rate +18%

SHADOW DANCER 1

Dodge attacks more easily.

How to unlock for Raid Mode: Reach player level 40.

QUINT CETCHAM

COSTUME 1: ARCTIC



RAID MODE SKILLS

SHOTGUN MASTERY 1

Shotgun Reload Speed +30%

Shotgun Firing Rate +10%

GRENADE MASTERY 2

Grenade Blast Range +230%

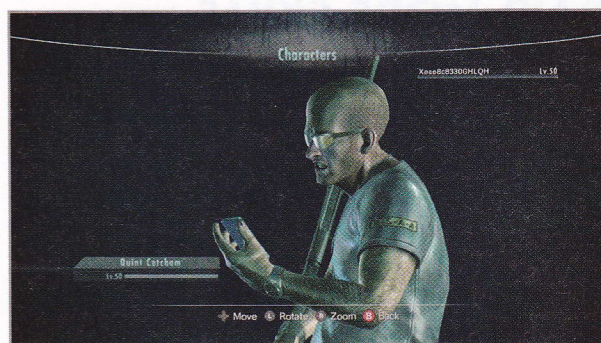
CC MASTERY 1

Physical Attack Damage +130%

Melee Weapon Damage +130%

How to unlock for Raid Mode: Reach player level 5.

COSTUME 2: OFFICE



RAID MODE SKILLS

SHOTGUN MASTERY 3

Shotgun Reload Speed +80%

Shotgun Firing Rate +25%

GRENADE MASTERY 1

Grenade Blast Range +180%

How to unlock for Raid Mode:
Obtain all super rare weapons.

RAYMOND VESTER

COSTUME 1: FBC



RAID MODE SKILLS

HANDGUN MASTERY 1

Handgun Reload Speed +40%

Handgun Firing Rate +15%

MAGNUM MASTERY 3

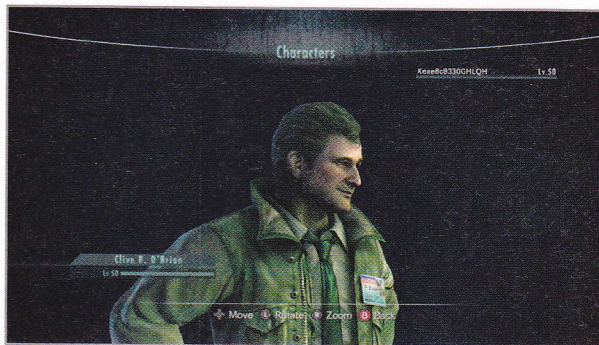
Magnum Reload Speed +80%

Magnum Firing Rate +40%

How to unlock for Raid Mode: Reach player level 10.

CLIVE R. O'BRIAN

COSTUME 1: BSAA COAT



RAID MODE SKILLS

HANDGUN MASTERY 5

Handgun Reload Speed +140% Handgun Firing Rate +75%

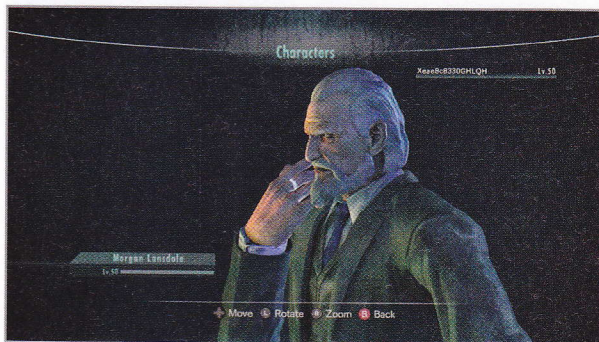
GRENADE MASTERY 1

Grenade Blast Range +180%

How to unlock for Raid Mode: Reach player level 20.

MORGAN LANSDALE

COSTUME 1: EXECUTIVE SUIT



RAID MODE SKILLS

RIFLE MASTERY 3

Rifle Reload Speed +80% Rifle Firing Rate +35%

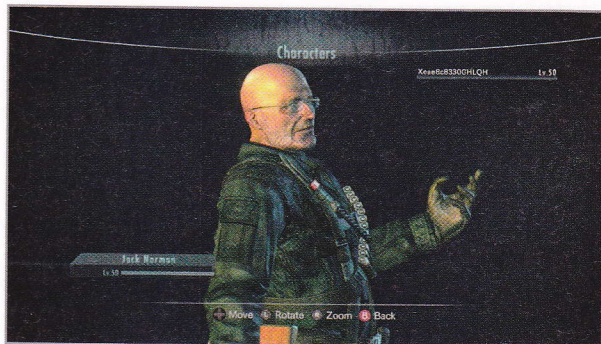
MAGNUM MASTERY 2

Magnum Reload Speed +50% Magnum Firing Rate +25%

How to unlock for Raid Mode: Clear all stages on Trench difficulty with an S Rank.

JACK NORMAN

COSTUME 1: VELTRO



RAID MODE SKILLS

RIFLE MASTERY 2

Rifle Reload Speed +50% Rifle Firing Rate +18%

GRENADE MASTERY 1

Grenade Blast Range +180%

CC MASTERY 1

Physical Attack Damage +130% Melee Weapon Damage +130%

How to unlock for Raid Mode: Clear all stages on Abyss difficulty.

RACHAEL

COSTUME 1: FBC



RAID MODE SKILLS

SHOTGUN MASTERY 1

Shotgun Reload Speed +30%

Shotgun Firing Rate +10%

MAGNUM MASTERY 2

Magnum Reload Speed +50%

Magnum Firing Rate +25%

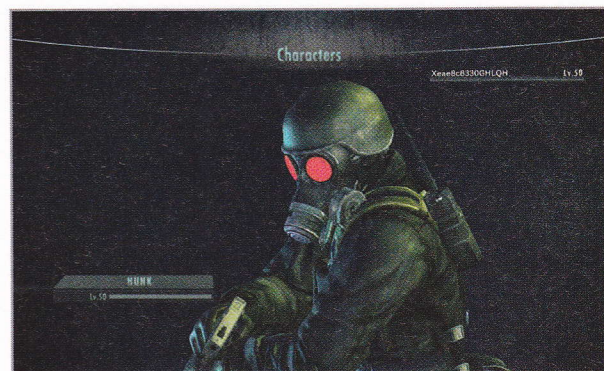
REGENERATION 1

Health regenerates automatically

How to unlock for Raid Mode: Earn a Trinity Bonus in Raid Mode.

HUNK

COSTUME 1: UMBRELLA



RAID MODE SKILLS

MACHINE GUN MASTERY 4

Machine Gun Reload Speed +100%

Machine Gun Firing Rate +45%

MAGNUM MASTERY 1

Magnum Reload Speed +35%

Magnum Firing Rate +15%

SHADOW DANCER 2

Dodge attacks more easily

How to unlock for Raid Mode: Clear all stages on Abyss difficulty with an S Rank.

RAID MODE NAME COLOR

You can change the color of your player name in Raid Mode by earning bonuses in each Stage. This is a fun way to show off your achievements to other players you encounter while playing online.

Acquire 50 bonuses	Yellow
Acquire 100 bonuses	Green
Acquire 150 bonuses	Blue
Acquire 200 bonuses	Red
Acquire 244 bonuses	Purple

SECRETS OF THE MAIN MENU

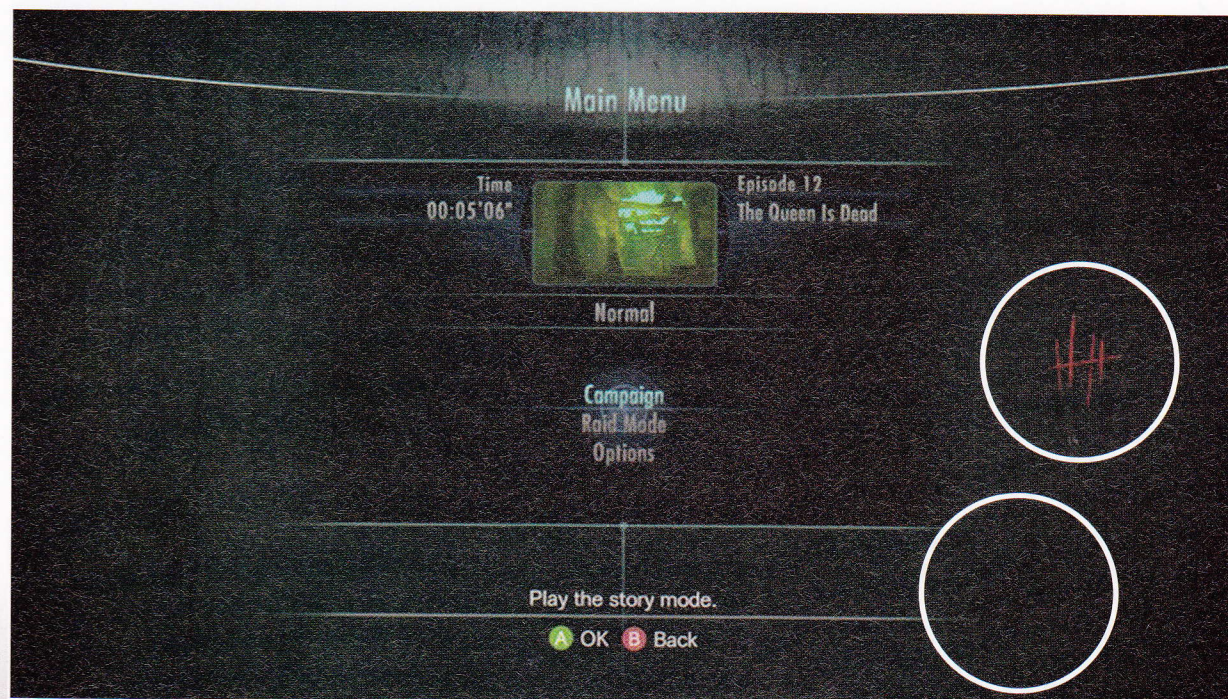
The Main Menu also holds a couple bonus secrets!

When you are on the Main Menu screen, some secret indicators show your progression through both Raid and campaign modes (see image below).

Hash marks appear each time you clear a campaign.

Handprints appear as you clear each difficulty within Raid Mode.

Hash mark 1	Clear campaign once.
Hash mark 2	Clear campaign twice.
Hash mark 3	Clear campaign three times.
Hash mark 4	Clear campaign four times.
Hash mark 5	Clear campaign five times.
Handprint 1	Clear all Raid Mode stages on Chasm difficulty.
Handprint 2	Clear all Raid Mode stages on Trench difficulty.
Handprint 3	Clear all Raid Mode stages on Abyss difficulty.



ACHIEVEMENTS/TROPHIES

CAMPAIGN ACHIEVEMENTS/TROPHIES

PROGRESSION

WE'LL FIND YOU, JILL

Clear Episodes 1–3.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Raid Mode stages 4–7.

GET US OUT OF HERE!

Clear Episodes 4–6.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Raid Mode stages 8–12 and unlocks Keith's Arctic costume.

THE QUEEN ZENOBI

Clear Episodes 7–9.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Raid Mode stages 13–17 and unlocks Quint's Arctic costume.

THE STORM IS GONE

Clear Episodes 10–12.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Raid Mode stages 18–20 and unlocks The Ghost Ship Raid Mode stage.

Strategy: These achievements can't be missed — earn them by simply playing through the campaign.

DIFFICULTY

THE DARK FOREST

Clear Casual difficulty or higher.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 20

Reward for earning: Unlocks Charge Shot 3 Custom Parts in campaign.

THE SHORES OF PURGATORY

Clear Normal difficulty or higher.

PS3 Trophy: Silver

Xbox 360 Gamerscore: 50

Reward for earning: Unlocks Hydra shotgun in campaign.

THE VESTIBULE OF HELL

Clear Infernal Mode.

PS3 Trophy: Gold

Xbox 360 Gamerscore: 50

Reward for earning: Unlocks Infinite Rocket Launcher in campaign.

Strategy: Difficulty achievements stack. So if you beat the game on Infernal Mode during your first playthrough, you receive all three achievements after beating the game. Beating the game on Infernal Mode during your first playthrough is *not* recommended. However, you could play the game on Easy to upgrade your weapon and Custom Parts inventory and then play the game on Infernal Mode.

HIDDEN HANDPRINTS

FIRST VICTIM

Scan 1 hidden handprint.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 5

TRACES OF TRAGEDY

Scan 15 hidden handprints.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 20

Reward for earning: Unlocks PSG-1 rifle in campaign.

LAST VICTIM

Scan 30 hidden handprints.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 50

Reward for earning: Unlocks G18 handgun in campaign.

Strategy: Throughout the campaign, you must uncover 30 secret handprints with your scanner. For a complete list of all the handprint locations, see the walkthrough and Secrets chapters of this strategy guide.

◀ ENEMY SCANNING

RESEARCHER

Scan an enemy for the first time.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 5

Strategy: After the first episode, you usually have access to the Genesis Scanner (except during the flashback episodes). Scanning enemies with the device earns bonus herbs. To earn the Research Complete achievement, scan the following creatures:

Ooze

Fenrir

Scarmiglione

Draghignazzo

Pincer Ooze

Hunter

Globster

Malacoda

Shooter Ooze

Ghiozzo

Scagdead

Norman

Explosive Ooze

Sea Creeper

Farfarello

Rachael

RESEARCH COMPLETE

Scan all enemy types.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 50

◀ MISCELLANEOUS CAMPAIGN

B.O.W. HUNTER

Defeat 150 enemies.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks PC356 handgun in campaign.

Strategy: You obtain this achievement rather naturally just a few episodes into your first playthrough. The difficulty setting and the number of monsters you kill along the way determine when this occurs.

LIVING ON THE EDGE

Stop an enemy bullet with your knife.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 5

Strategy: First find any Shooter Ooze in the campaign. Many of these Oozes are present, but the first one appears in the *Queen Zenobia* section of Episode 2. Stay a good distance from the Ooze and wait for it to shoot its bone projectile at you. Just before the projectile hits you, execute a basic melee attack.

You may require a few tries to get the timing down, but you can sidestep any missed projectiles to avoid extra damage.

BY THE CROSSHAIRS

Defeat Rachael before she gets to the Cafeteria.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Strategy: This is easiest to do on your second playthrough. The Cafeteria is the last stop for the first Rachael boss fight. Use high-damage weapons to kill her before she gets there.

An upgraded magnum should be sufficient. But this is really easy if you have a Rocket Launcher from the previous playthrough: it only requires one rocket hit on Normal difficulty.

BAMBOOZLE THE OOZES

Defeat 10 Oozes with headshots.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Strategy: Earn this by killing 10 Oozes in a row with headshots. The easiest way to do this is to kill regular Oozes with a shotgun. Headshots still count, even if you hit other parts of the body.

If you didn't get this on your first playthrough, restart the game on Normal and equip the M3 shotgun. Continue to Episode 1-3, where you encounter several Oozes. Carefully line them up with your shotgun, and you can kill them with one shot if you hit their heads. If you drop all of the Oozes, you should obtain this achievement by the time you reach the Crew Quarters on the way back to Chris' room.

DIE ANOTHER DAY

Evade a Scagdead's instant-death attack.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Strategy: This is a difficult achievement to obtain through normal gameplay. Try this with Chris in the first part of Episode 6. There he faces two Scagdead in the Casino, which increases the odds of completing the following maneuver.

This move just takes timing. Don't worry about attacking the Scagdead. Focus on dodging all of their attacks. If you die in Episode 6, you simply restart in the Scagdead room. This is an ideal spot for earning this achievement since it may take many attempts.

You must dodge the attack in which the Scagdead leans forward and grabs the agent by his or her feet and then grinds them up with his buzzsaw. Trigger this attack by standing directly in front of the Scagdead. When the Scagdead lunges for your agent, pull back on the movement analog and press the activate button simultaneously. If executed successfully, the agent turns toward the camera and steps out of the way of the attack.

TRIPLE PLAY

Defeat three enemies with one Shock Grenade.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 5

Strategy: This is best done against Ghiozzo because the mutant fish are particularly susceptible to Shock Grenades.

The best place to execute this is in the half-flooded area of Episode 5. Locate a Shock Grenade in the room with the Cog. Take the grenade back to the large room that contains the Cog door. The room is full of Ghiozzo, Sea Creepers, and a couple Oozes. (Avoid killing them when you pass through the room earlier in the episode.)

Group the Ghiozzo and the Sea Creepers in one corner of the room. When you see at least three in the corner, toss the grenade. It will fry the water, killing all the nearby Sea Creepers and Ghiozzo.

A PACKAGED DEAL

Defeat a Scarmiglione as a whole without killing both parts of its body separately.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 5

Strategy: This achievement is relatively easy, and you should obtain it naturally simply by playing through the game. You first encounter Scarmiglione creatures in Episode 8.

When you normally damage a Scarmiglione, its top half eventually breaks off, and you must fight the legged worm creature. To earn this achievement, you must kill it before it becomes the worm creature.

The easiest way to do this is to inflict a lot of damage at once. Use a shotgun at short range and aim only for the Scarmiglione's head. Dish out enough damage quickly enough and you will kill it before it can break apart.

ROCKETS ARE FOR LOSERS

Defeat a Malacoda without using a Rocket Launcher.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 20

Strategy: To earn this achievement, you must win the Zombie Whale fight without using any Rocket Launchers. The fight is more difficult without the Rocket Launchers, but definitely winnable, provided you have lots of ammo on your equipped weapons.

Before entering the fight, equip your magnum and rifle with your highest damage mods so these weapons can inflict the most damage. If you don't have enough ammo for your magnum, consider using the shotgun, which is effective against the close-range tentacles.

THE POOL IS OPEN

Swim in the Solarium.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 5

Strategy: For this achievement, you must purify the Solarium pool. For complete details, refer to the walkthroughs for Episodes 3 and 4.

DODGE MASTER

Dodge 20 times.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 5

Strategy: You should earn this through the course of a normal campaign. If you don't, you can go back to any level and practice dodging against any regular Ooze. They are the best enemies for this since you can dodge all of their attacks, and it doesn't require perfect timing.

ANGRY FIST

Land 10 fully charged physical attacks.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 5

Strategy: When you see a stunned monster (slumped over and unmoving), run up to it and you are prompted to press the activate button. Instead of just tapping the activate button, hold it down. The agent will charge the attack. When it is fully charged, the attack auto-releases.

SURVIVING DEEP DARKNESS

Clear the game in Normal difficulty or higher without dying once.

PS3 Trophy: Silver

Xbox 360 Gamerscore: 50

Reward for earning: Unlocks Autoloader Custom Parts in campaign.

Strategy: This achievement is very difficult to obtain, but there is a way to get it without worrying too much about dying:

When you die and reach the "Continue" screen, select "No" instead of "Yes." This returns you to the Main Menu. From there, you can continue your game without losing any progress. When you get to the end of the level, you will have 0 Deaths recorded and your progress toward this achievement will be intact.

Another tip: Wait until you unlock the Unlimited Rocket Launcher by beating Infernal Mode. This will make the boss fights significantly easier to win. Plus you will have all the weapon upgrades from the prior playthroughs.

RAID MODE ACHIEVEMENTS/TROPHIES

◀ ● CLEAR ALL STAGES

FIRST CIRCLE TRAVELER

Clear all stages in Raid Mode on Chasm difficulty.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Trench difficulty for all stages; adds one random weapon slot to the store; unlocks Jessica's Arctic costume.

IDLAND TRAVELER

Clear all stages in Raid Mode on Trench difficulty.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Abyss difficulty for all stages; adds one random Custom Parts slot in store; unlocks Jessica's Scuba costume.

SEVENTH CIRCLE TRAVELER

Clear all stages in Raid Mode on Abyss difficulty.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Norman costume.

FIRST CIRCLE OVERSEER

Clear all stages in Raid Mode on Chasm difficulty with an S Rank.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Keith's Office costume.

MIDLAND OVERSEER

Clear all stages in Raid Mode on Trench difficulty with an S Rank.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Morgan's Executive costume.

SEVENTH CIRCLE OVERSEER

Clear all stages in Raid Mode on Abyss difficulty with an S Rank.

PS3 Trophy: Silver

Xbox 360 Gamerscore: 20

Reward for earning: Unlocks HUNK's Umbrella costume.

BEYOND THE VEIL

Clear the bonus stage, The Ghost Ship.

PS3 Trophy: Gold

Xbox 360 Gamerscore: 50

Reward for earning: Unlocks Jill's Pirate costume.

Strategy: Earn these achievements by completing all stages in Raid Mode. Raid Mode has three difficulty levels: Chasm, Trench, and Abyss.

To earn an "S" rating on a level, you must kill as many creatures as you can, have excellent accuracy (above 90%), and complete these tasks within an allotted time limit. Don't worry about getting an "S" rating the first time through a level. You can always come back to it after you've leveled up.

LEVELING

ON YOUR WAY

Reach player level 5.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 5

Reward for earning: Unlocks Quint's Arctic costume.

MOVING ON UP

Reach player level 10.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Raymond's FBC costume.

REACHING HIGHER

Reach player level 20.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks O'Brian's BSAA Coat costume.

RAISING THE BAR

Reach player level 30.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Chris' BSAA Mission costume.

METEORIC RISE

Reach player level 40.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Jessica's BC costume.

TOP OF MY GAME

Reach player level 50.

PS3 Trophy: Silver

Xbox 360 Gamerscore: 50

Reward for earning: Unlocks Keith's Ninja costume.

Strategy: When you complete a level, you earn XP. For a full list of XP requirements for each level, refer to the Raid Mode chapter.

STAGE BONUSES

THE UNBROKEN THREAD

Acquire No Damage Bonus for the first time.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10.

THREE IS THE MAGIC NUMBER

Acquire Trinity Bonus for the first time.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 20

Reward for earning: Unlocks Rachael's costume.

BONUS ENTHUSIAST

Acquire 10 bonuses.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 20

Reward for earning: Unlocks Parker's BSAA Mission costume.

BONUS ACE

Acquire 50 bonuses.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 50

Reward for earning: Changes your player name color to yellow.

BONUS LEGEND

Acquire 100 bonuses.

PS3 Trophy: Silver

Xbox 360 Gamerscore: 50

Reward for earning: Changes your player name color to green.

BONUS DEMI-GOD

Acquire 150 bonuses.

PS3 Trophy: Gold

Xbox 360 Gamerscore: 100

Reward for earning: Changes your player name color to blue.

Strategy: At the end of every stage, you have the potential to earn a special bonus based on taking no hits, killing all the monsters on the stage, and beating a stage at or below the recommended level. You earn the Trinity Bonus for successfully earning all three bonuses in one run.

For more information on these bonuses, check out the Raid Mode chapter.

SUPER RARE WEAPONS

LEGENDARY FIND

Obtain a super rare weapon.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Jill's BSAA Mission costume.

Strategy: Three super rare weapons are available in the game. These weapons are not available in the campaign and can only be earned in Raid Mode.

The three weapons are:

Pale Rider (magnum)

Drake (shotgun)

Muramasa (rifle)

In rare instances, these weapons can be found in the store but appear more commonly as rewards for finding Weapon Cases in-game.

LEGENDS ARE MADE, NOT BORN

Obtain all super rare weapons.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 20

Reward for earning: Unlocks Quint's Office costume.

MISCELLANEOUS RAID

ONE FOR EACH MINNESOTA LAKE

Defeat 10,000 enemies.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 20

Reward for earning: Unlocks Parker's FBC costume.

Strategy: This is a straightforward achievement, but it will take a long time to earn. There's no trick to success—just play *a lot* of Raid Mode.

THAT'LL LEAVE A MARK

Inflict 100,000 points of damage to an enemy in one hit.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 20

Reward for earning: Unlocks Chris' Sailor costume.

Strategy: To earn this, level up first. The Rocket Launcher inflicts the most damage, and it automatically scales its damage with your level. Once you hit level 50, go back to Stage 1. Enter the first room (containing two Oozes). Fire off one rocket, and the damage you cause to both Oozes will be enough to earn the achievement. If you don't succeed the first time, you can Retire and try again without having to give up the rocket.

DYNAMIC DUO

Land a fully charged physical attack on an enemy at the same time as your partner.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 5

Strategy: Coordinate with a Co-Op partner. Plan ahead and let your partner know that you want to pursue the achievement.

When an enemy is stunned (this happens most frequently with regular Oozes and Hunters), both players must begin a stun attack at the same time. If you successfully sync up, you both receive the achievement.

SHOP 'TIL YA DROP

Spend 1,000,000 BP in the store.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 20

Reward for earning: Unlocks Full Burst Custom Parts.

Strategy: You acquire this on your way to beating all the stages.

GUTSY

Clear a stage at five levels lower than the recommended level.

PS3 Trophy: Bronze

Xbox 360 Gamerscore: 10

Reward for earning: Unlocks Quint's Office costume.

Strategy: This one isn't too hard, since you can always set your level lower via the character menu. When you do so, your weapons scale down, but you keep whatever Custom Parts are installed. Snowy Mountain 2 is an easy level in which to earn this achievement. Downgrade to level 4 and make sure you have plenty of rifle ammo, machine gun ammo, and a full stock of herbs. The level is short, and a rogue Farfarello and a boss Fenrir are the toughest creatures that you encounter.

PS3 PLATINUM TROPHY

PS3 PLAYERS RECEIVE THE PLATINUM TROPHY "EYE ON THE TROPHY" IF THEY EARN ALL OF THE GAME'S TROPHIES.

RESIDENT EVIL®

REVELATIONS

OFFICIAL STRATEGY GUIDE

Written by Thom Denick

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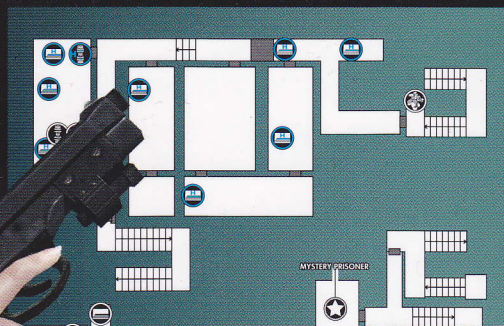
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Special thanks to my wonderful wife Ji Young.



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Jill Valentine and her new partner, Parker Luciani, have been sent to an abandoned cruise ship in the Mediterranean to search for Chris Redfield and Jessica Sherawat. But, the duo soon finds out that the ship is far from empty. Danger lurks around every corner in the confined space of the ocean liner. Jill, Parker, and the rest of the BSAA team will be tested as they face a menacing new horror that emerges from the darkness. Can they survive?

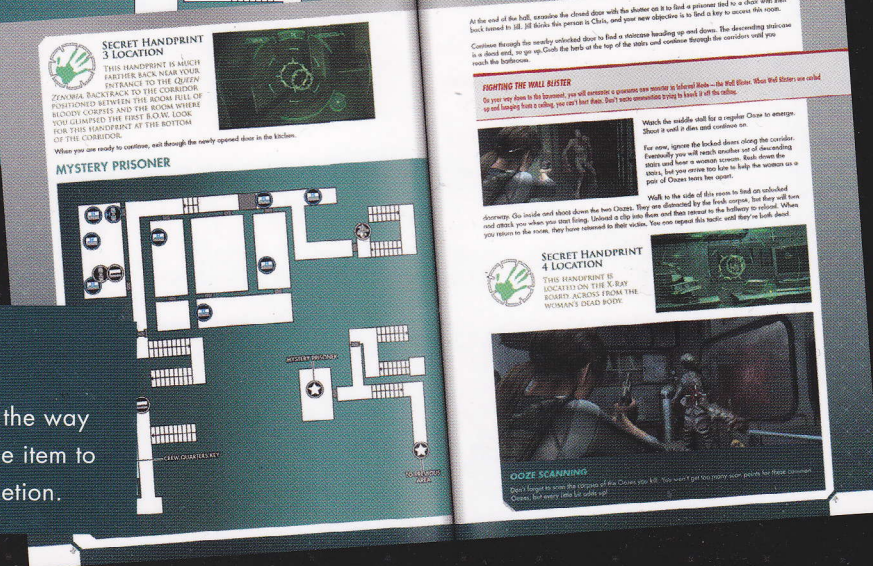


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